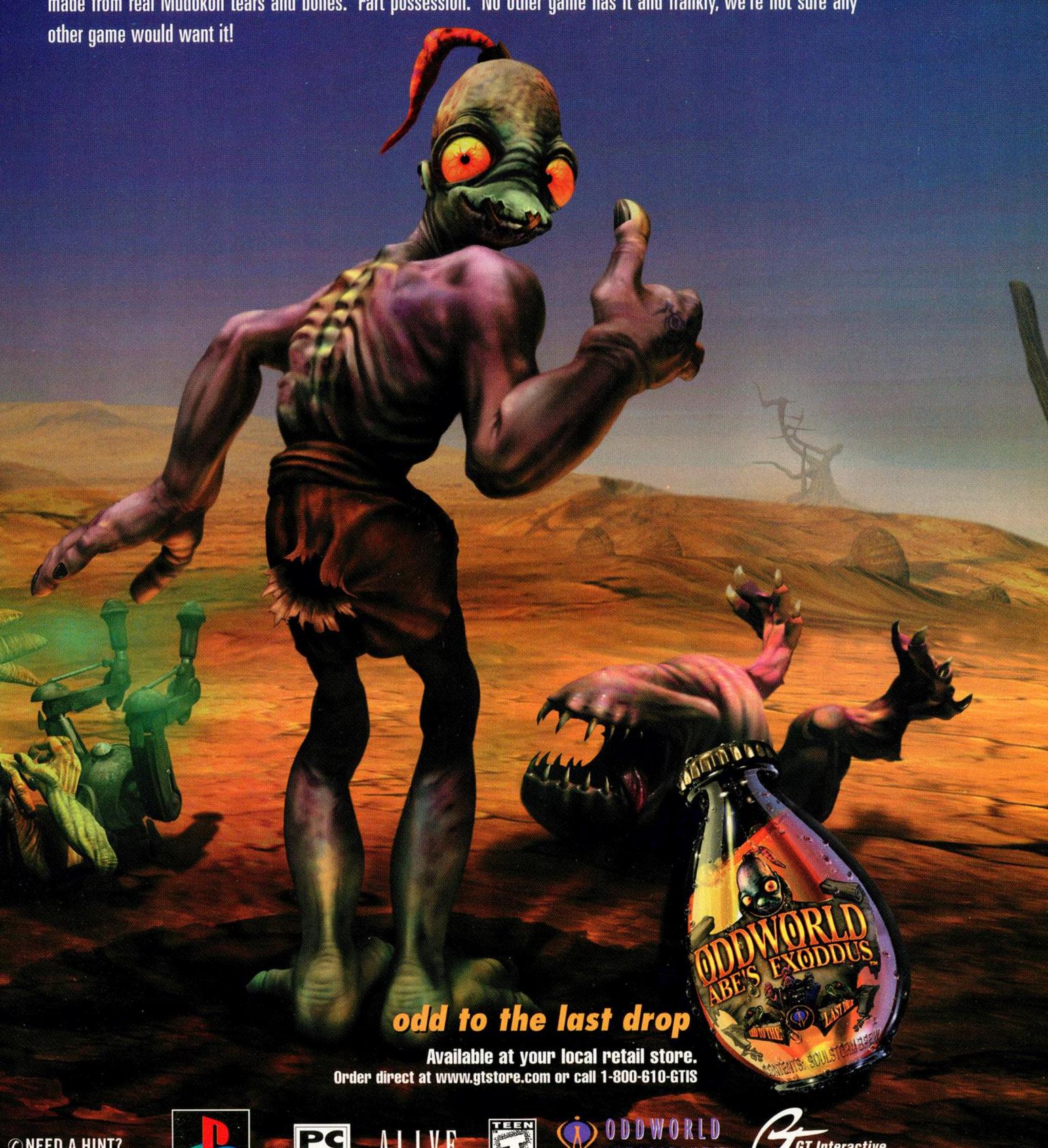




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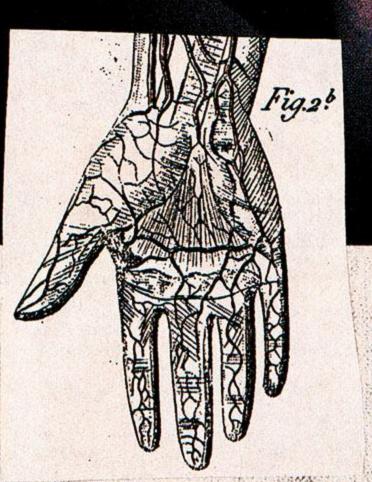
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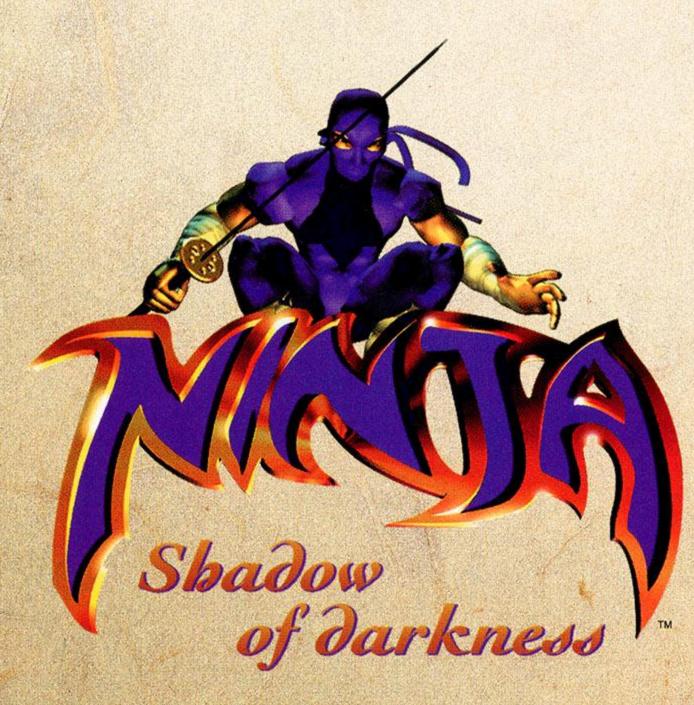
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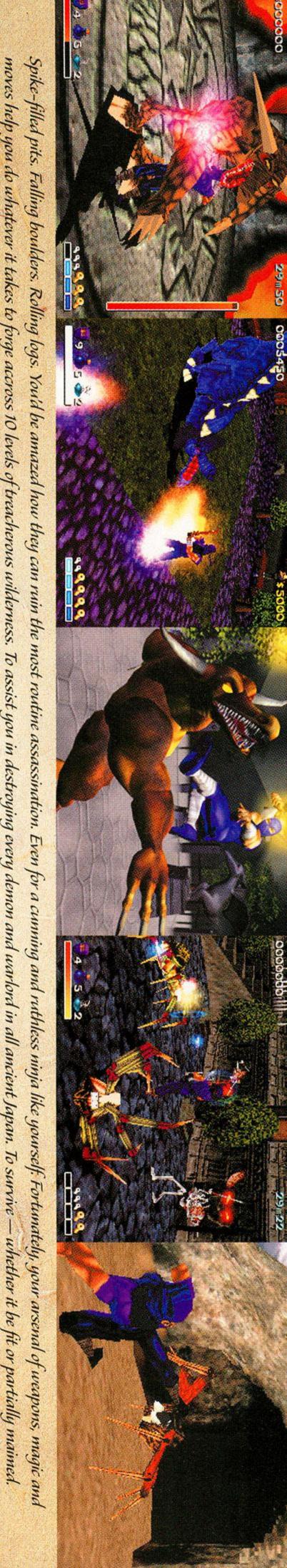
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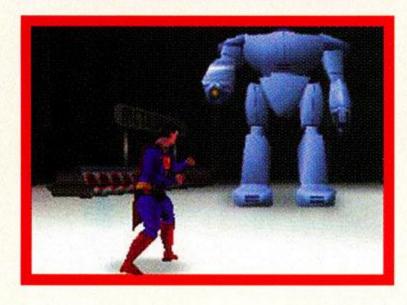
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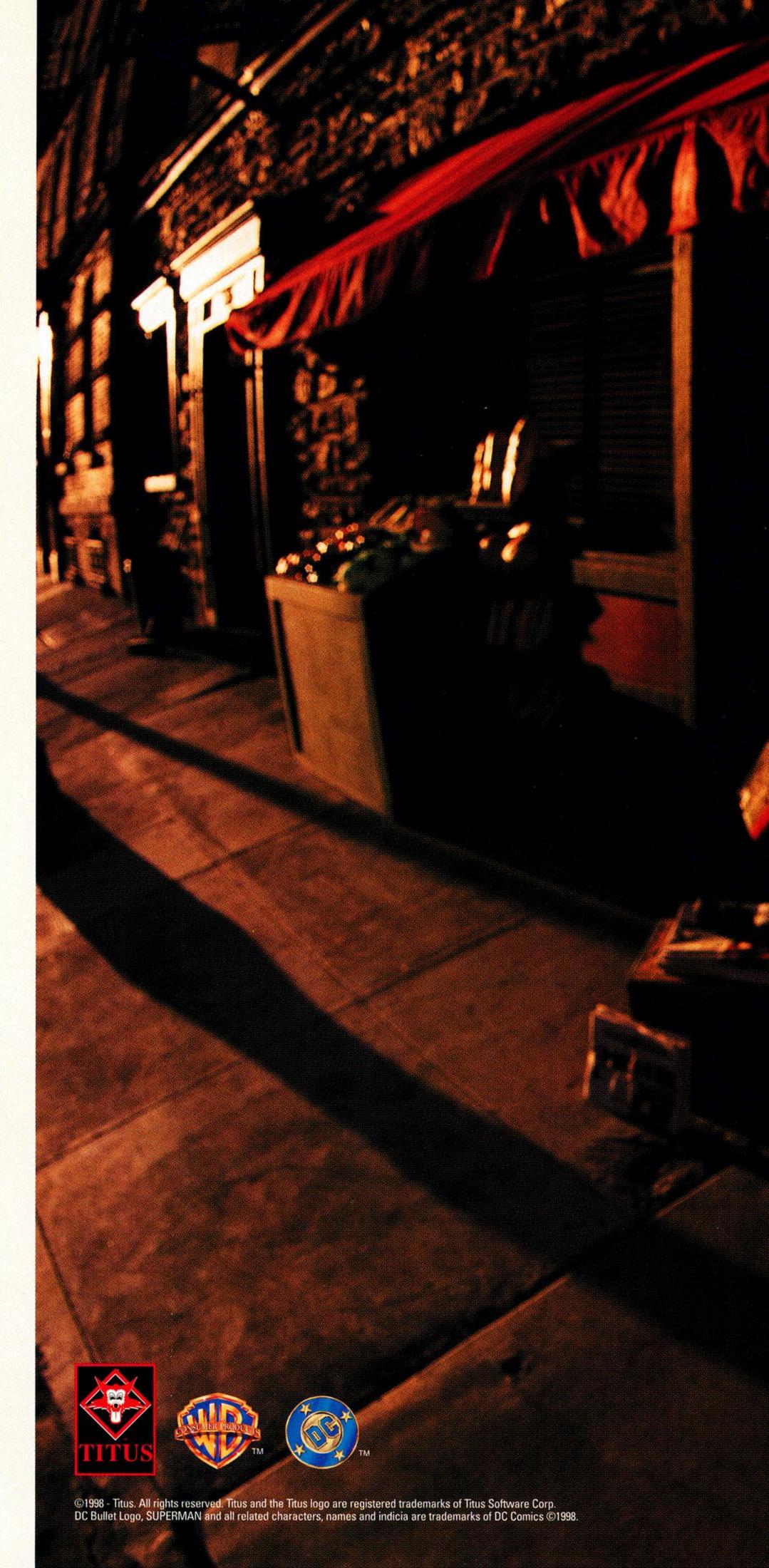
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TIPS & TRICKS Editor in Chief Chris Bieniek is one of the only people in the world who actually likes to dring eggnog with no alcohol in it. His favorite holiday tune is "The Christmas Song," preferably the version growled by Redd Foxx on the Christmas Carol episode of Sanford and Son. He wants to be a video-game magazine editor when he grows up. Current Favorite Games: Blitz 99, Pokemon (Blue Version), Gauntlet Legends, Quarterback Attack with Mike Ditka



Executive Editor Jim Loftus is working feverishly on his very own customized action figure of Tarantula, the Spider-Man villain from the '70s; he hopes to finish it in time to wrap it up with a bow and give it to himself for Christmas. Jimmy would like to wish all of his family members back in Ohio a very merry Christmas, especially his mom. Current Favorite Games: The Legend of Zelda: Ocarina of Time, Rogue Trip, Rising Zan: Samurai Gunman, Turok 2: Seeds of Evil



Every year in December, there are two TV commercials that always make Tyrone Rodriguez cry whenever he sees them. One is the beautiful Budweiser ad with the team of Clydesdale horses trudging through the snow to the accompaniment of "I'll Be Home for Christmas;" the other is the one with Santa Claus riding on the electric razor.

Current Favorite Games: The Legend of Zelda: Ocarina of Time,

Turok 2: Seeds of Evil, The House of the Dead



Associate Editor Anatole Brown returned from the Tokyo Game Show with enough happy, funny action figures, stuffed animals, candy, toys and goodies to fill three months' worth of our Cool Zone and Japan Report features. Oh, and he got to see some pretty cool video games while he was there, too.

Current Favorite Games: Densha De Go!, BeatMania, Fighting Vipers 2, The Legend of Zelda: Ocarina of Time



Associate Editor Jason Wilson got into the holiday spirit early this year; he bought a Christmas tree which was roughly the size of the one Charlie Brown picked out in the Charlie Brown Christmas TV special. Unfortunately, he bought it in September, so the poor thing was already dead before Halloween.

Current Favorite Games: Metal Gear Solid, Blitz 99, Street Fighter Alpha 3, Mortal Kombat II



McDonalds' 29-cent hamburger day has a special place in the heart of Art Director Ione Flores; she likes to go to the drive-thru window with her dogs in the back seat and toss burgers over her shoulder at them while driving home. She claims that the dogs gulp them down whole like Scooby Snacks without even stopping to chew them.

Current Favorite Games: Crash Bandicoot: Warped!, Hot Shots Golf, Moto Racer 2, Glover



Deep in a mysterious underground laboratory, TIPS & TRICKS contributor Ara Shirinian has spent the last decade of his life developing a topsecret project which could have a revolutionary effect on the videogame industry as we know it. Will his plans come to fruition before the 21st century arrives?

Current Favorite Games: Xenogears, Chrono Trigger, Metal Gear Solid, Radiant Silvergun



Pat Reynolds is trying to find a car repair shop that can replace the steering wheel in his Saturn SL1 with the Sega Saturn Arcade Racer wheel. Once this project is completed, he'll be able to accelerate and brake with his fingers instead of his feet—plus, he hopes to be able to control the car's stereo with the X, Y and Z buttons.

Current Favorite Games: Armored Core: Project Phantasma, The Legend of Zelda, Mega Man X, Metal Gear Solid

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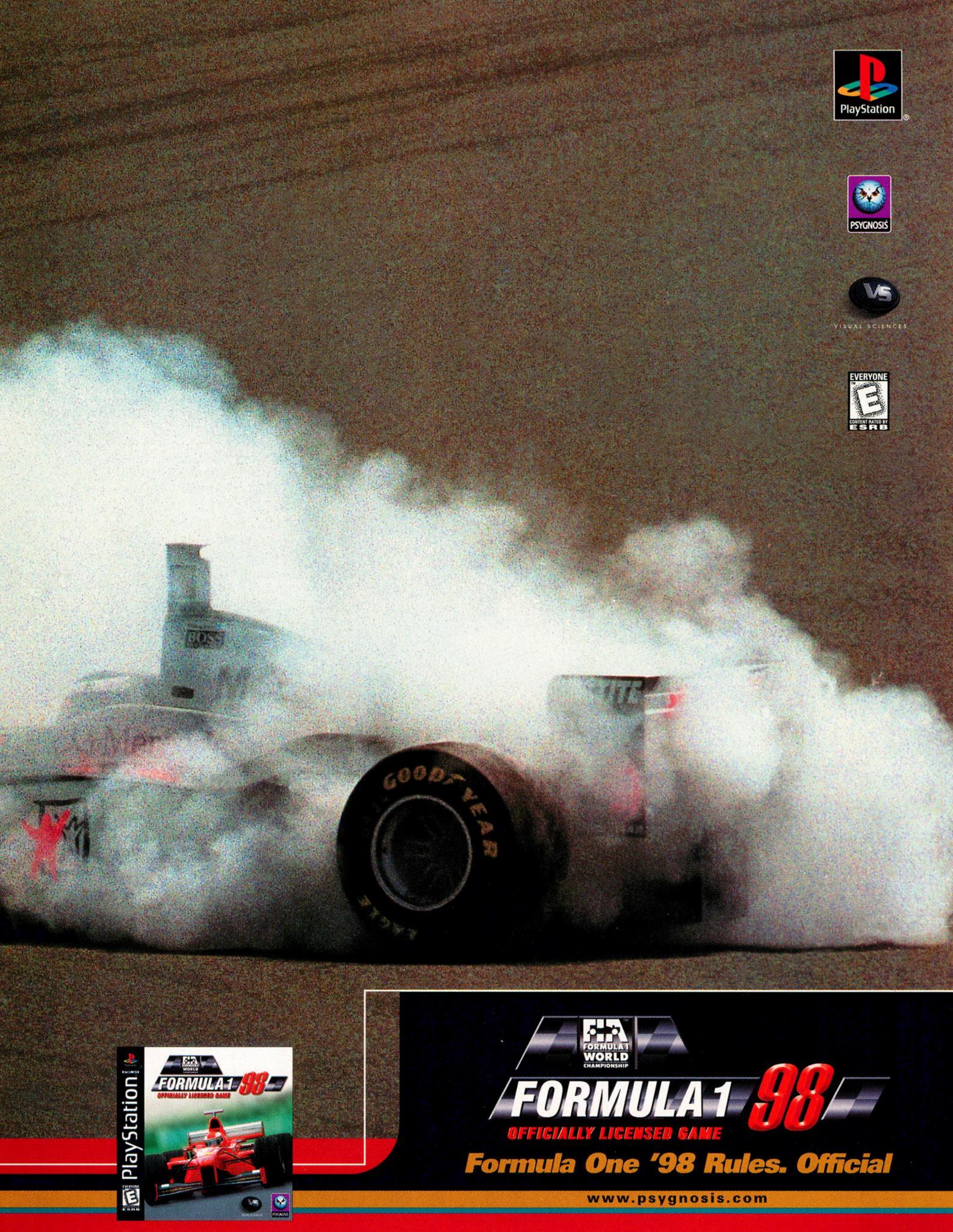
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Readers' tips



Got an interesting question or insightful observation for the *T&T* staff? Send your tips, tricks and queries to:

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We can't respond to individual letters, but if you write a good one, we'll print it and make all of

IT'S IN THE GAME...BOY

your friends jealous.

I wanted to know if you could put a Game Boy tips section into your magazine. It would be really great if you did. A heck of a lot of people have a Game Boy, and you might sell more.

—lan Hummel Los Angeles, CA

Check page 92 for your Game Boy tips fix, Ian. We don't usually run the Game Boy tips in every issue, but we'll try to keep you up to date.

SALVAGE VALUE

How much money is this stuff worth, if I trade it in: A Nintendo Entertainment System, Double Dragon III, Batman Returns, Duck Tales, WWF Wrestlemania Challenge, Urban Champion, Super Mario Bros./Duck Hunt and Tecmo Bowl? Oh, and without the covers.

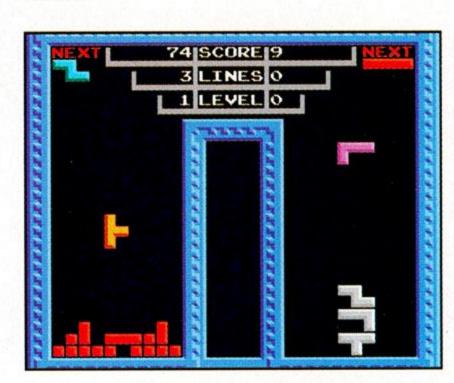
—Dennis Huynh Los Angeles, CA

Hmmm...not a lot. We checked the "buy back" prices at Game Dude—Jason's favorite used video game store—and figured you'd get about \$21.60 for the whole shebang. You're better off keeping it in the closet so you can show your grandchildren how cool Super Mario Bros. was in 2-D.

The main reason why your collection is not particularly valuable is because—with the possible exception of Batman Returns—all of your games are EXTREMELY common. If you really wanted to make more than chump change by selling used NES carts, you'd have to have some pretty obscure

games, like the following:

- Dragon Warrior II, Dragon Warrior III and Dragon Warrior IV. Everybody had a copy of the original Dragon Warrior—heck, at one point Nintendo was giving the game away for free if you subscribed to Nintendo Power—but the second, third and fourth games were released in such limited quantities that most people don't even know they exist.
- Most used video game dealers will give you a pretty good price for any of the games in the Pac-Man or Donkey Kong series; these carts are always in demand.
- Probably the most collectible of any of the mass-produced NES games is the version of Tetris which was released by Tengen. A lawsuit caused this cartridge to be pulled from retail shelves after Nintendo acquired the rights to produce its own version of Tetris.



Some players actually prefer the "banned" Tengen version of *Tetris* to Nintendo's own; the two-player mode is among the reasons why.

Having said that, there are certain NES carts which are not generally recognized as valuable by used videogame dealers, but are sought after by collectors and stand a pretty good chance of increasing in value as time goes by-namely, any of the "unlicensed" third-party games released by companies like American Video Entertainment or Color Dreams. These cartridges were not given Nintendo's Seal of Approval, therefore they were not as easy to find as most licensed titles. Pay special attention to Camerical Codemasters games like Micro Machines, The Fantastic Adventures of Dizzy, Bee-52 and the "Quattro" fourin-one carts; unlike the great majority of unlicensed NES software, the Codemasters games were almost always very high-quality titles with great graphics, sounds and gameplay. If you have any of these unusual games in your collection, you should probably hang on to them for a few years and see what happens.

CORRECTION

In our October issue, we mistakenly identified Infogrames' Mission: Impossible as a PlayStation game. Which was a pretty dumb thing to do. Everybody knows that Mission: Impossible is a Nintendo 64 game, right? Wrong. Apparently, after that issue hit the streets, hundreds of thousands of TIPS & TRICKS readers called up Infogrames' customer service hotline and demanded to know when the PlayStation version of Mission: Impossible would be released! We apologize to Infogrames and to our readers for any confusion this boneheaded mistake may have caused. Infogrames has no current plans to release Mission: Impossible for the PlayStation. (But hey, judging by the response, it might not be a bad idea!)

OUTRAGE

First of all, I would just like to say that your magazine is the bomb! What I want to talk to you about is this thing going on where some companies are taking some of the best PlayStation games and making them for the Nintendo 64! It is breaking our PlayStation legacy! It's outrageous; they're even putting out Nightmare Creatures for N64! I CANNOT STAND THIS, THIS IS OUTRAGEOUS!

—Francis Mirdjani Houston, TX

Whoa, take it easy there, Francis! Yeah, it's true that games like Wipe-Out, Fighting Force and Vigilante 8 are being translated to the Nintendo 64, but that doesn't mean they're "break-

TOKEN OF THE MONTH



This month's
token comes
from the Sparkles
arcade in Saint
John, New
Brunswick,
Canada; it was
sent in by Keith
Webb, who lives
in Saint John.
Thanks, Keith!

CASH VALUE Back

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Readers' tips



ing your PlayStation Legacy." If there were only 25 PlayStation games out there and somebody announced that Twisted Metal was going to be released for the N64...well, that could be a problem. A person who was shopping for a new game system might be able to say, "I really want to play that game, but I don't need a PlayStation 'cause it's going to come out for my Nintendo 64 eventually." The truth, however, is that—as this issue of TIPS & TRICKS went to press—roughly 500 PlayStation games have been released in North America, and by our estimates, way more than half of them are not available on any other home game system.

Releasing a game like Nightmare Creatures on the N64 isn't going to put a dent in PlayStation system sales; all it's going to do is to make a bunch of N64 owners happy. So quit worrying!

FIGHT!

My friend and I were discussing the typical "Who would win in a fight?" questions, and we disagreed on some of them. So could you please help us out? Who would win in a fight between:

- 1) Mario and Mega Man?
- 2) Sonic the Hedgehog and Luigi?
- 3) Ryo (from Art of Fighting) and Ryu?
- 4) Charlie and Guile?
- 5) Chun-Li and Morrigan?
- 6) Jim Loftus and Chris Bieniek?
- 7) Duke Nukem and the Marine dude from *Doom*?
- 8) Tifa (from Final Fantasy VII) and

Sabin (Final Fantasy III)?

9) Mitsurugi (Soul Edge) and Haohmaru (Samurai Shodown)?

10) Rocky Balboa and Balrog?

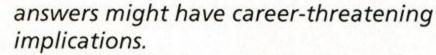
And I have one final question for you: Do any of the TIPS & TRICKS staffers watch the Slayers or Ranma ½ animes? Thanks, you guys are great! Thank you so much for your time.

—Nat Ward Honolulu, HI

Those are some mighty match-ups indeed! To get some straight answers, we assembled an all-star panel of fighting game experts—namely, Jason and Tyrone—and asked for their opinions on these dream battle scenarios. There weren't too many surprises or upsets, though:

- 1) Mega Man, easy. He's got a million more weapons than Mario—and if he gets in any trouble, he could always send Rush to bit the plumber's leg.
- 2) As long as Sonic can hold on to at least one ring, he's got this one won.
- 3) Ryu can take Ryo; he's got more experience and can fight "cheap" if he needs to.
- 4) Guile, mainly because of his longer range. His foot reaches halfway across the screen! Plus, Charlie sucks.
- 5) This one's a toss-up; Jason likes Chun-Li, but Tyrone thinks Morrigan would win. You can find out yourself, though, since both characters appear in the Marvel vs. Capcom arcade game.
- 6) Our panelists wisely refused most enjoyable series he's ever seen.

to answer this one on the grounds that their



- 7) Duke Nukem, no question. That other guy doesn't even have a name, for cryin' out loud.
- 8) Tyrone thinks Sabin is more powerful; his "Blitz" attacks would probably overwhelm Tifa.
- 9) Haohmaru, mainly because any classic hand-drawn fighting game character can beat any polygonal fighter any day of the week. Plus, if they had to fight in a 3-D environment, Haohmaru would be as thin as a piece of paper and could barely even be seen, much less defeated in battle.
- 10) Rocky's endurance would probably give him the edge. Also, Sylvester Stallone is a real person; he could go to Toontown and get some Dip from Judge Doom and Balrog would dissolve.

As a matter of fact, Tyrone enjoys The Slayers and Chris B. thinks that Ranma ½ is among the funniest and most enjoyable series he's ever seen.

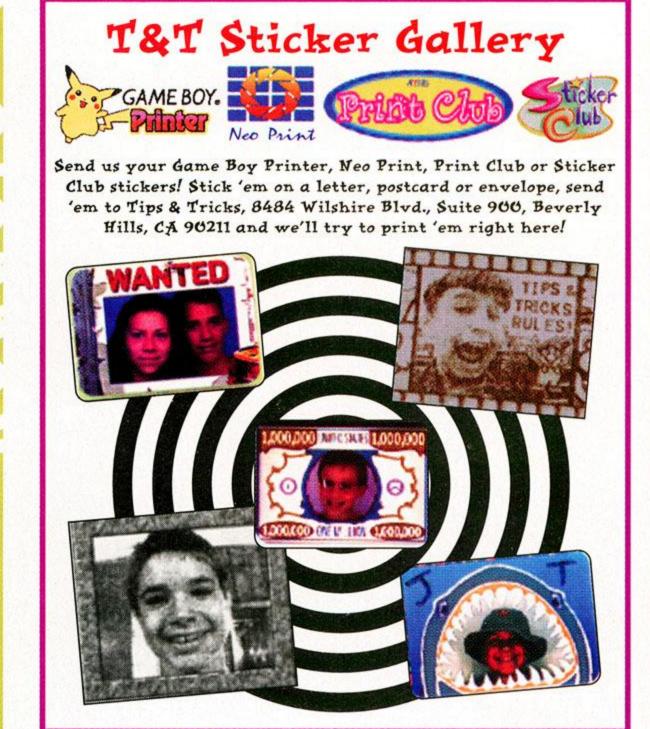


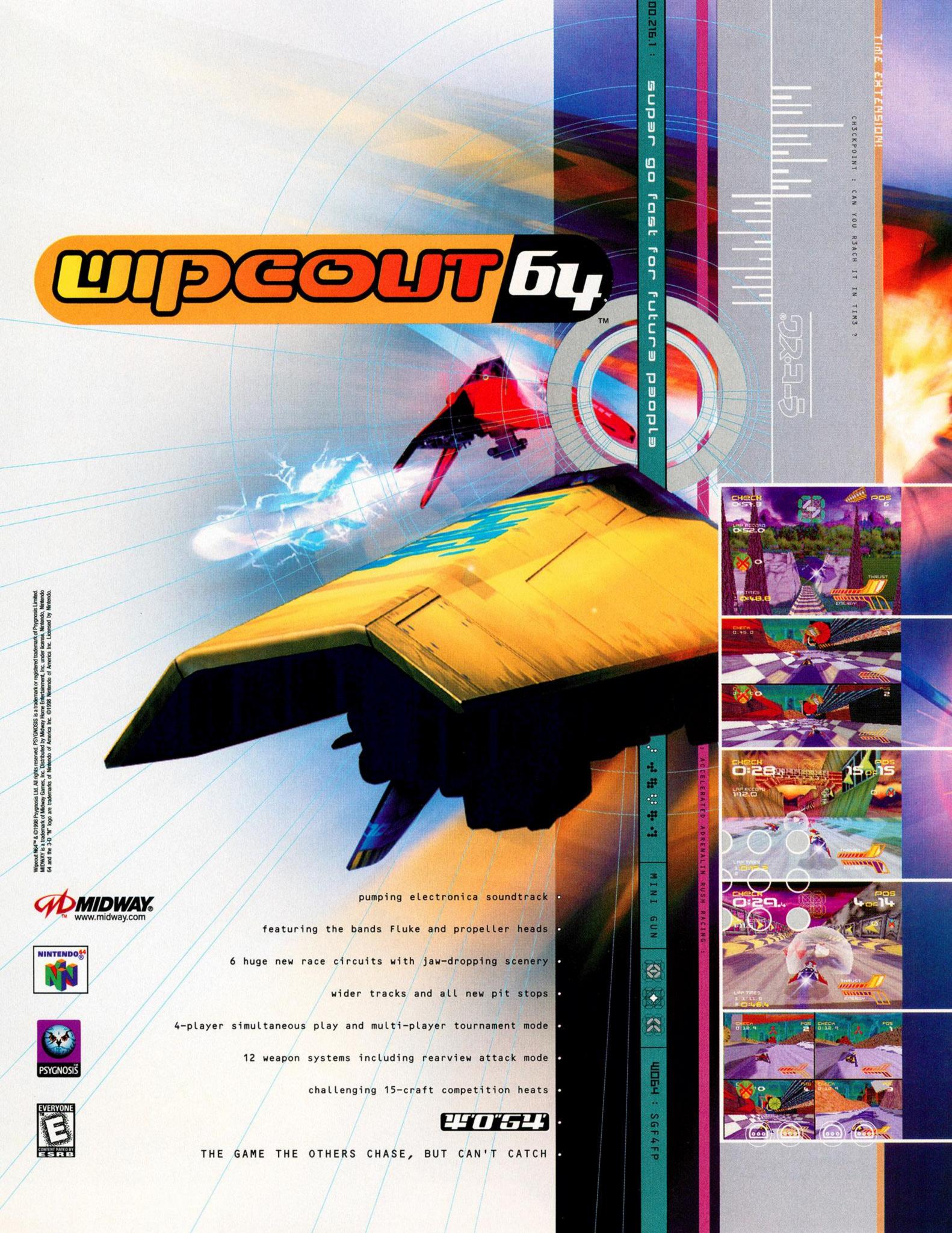
It is unusual that there's an "Editorial" section in *TIPS & TRICKS*; however, we feel that something important has happened that requires an explanation and an apology. We would like to clarify matters relating to the very popular series of video games called *Mortal Kombat*.

A few weeks ago, we published a special magazine called the TIPS & TRICKS Official Mortal Kombat 4 Strategy Guide, an 84-page collection of tips, combos and general information about the PlayStation and Nintendo 64 versions of Mortal Kombat 4. We wanted to give our readers the best and biggest package of information possible, so we solicited the cooperation of Midway Games Inc., the game's publisher, who allowed us to call the project an "Official" one.

Although it was our intention to do so, we did not give Midway the opportunity to review or approve the magazine before going to press, which is a requirement for an "official guide." This resulted in the publication of some copy which was not up to either Midway's or TIPS & TRICKS' standards. We particularly regret that the completed magazine contains a page which is objectionable to Midway and which TIPS & TRICKS regrets having published. The "Afterword" on the last page of the magazine included several anecdotal stories about aggressive behavior that was displayed at arcades where Mortal Kombat games were being played. For the record, TIPS & TRICKS has not substantiated these stories and therefore there may be little or no truth in these stories.

We ask that you consider this editorial to be an official apology for the unsubstantiated stories in the Afterword.

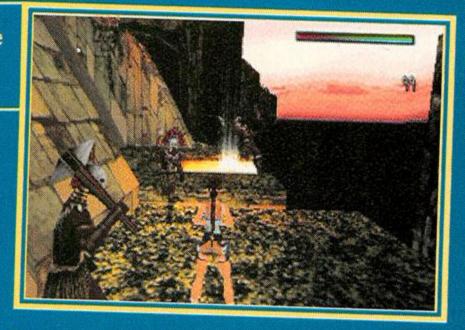




Just getting through STATE OF THE PARTY CO. Laborator A. Carrier

the metal detector will be an adventure in itself.

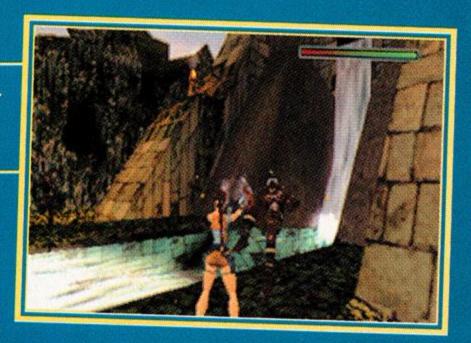
Plough through five continents with extreme prejudice. And a grenade launcher.

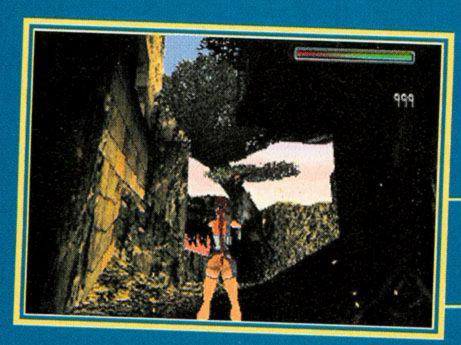




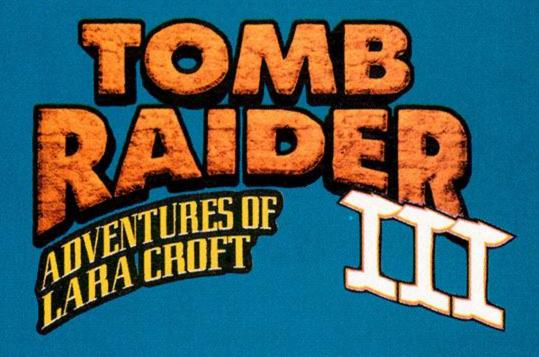
Blaze India and hammer into London, Antarctica, Area 51 or the South Pacific.

Enjoy international diplomatic immunity with a set of 9mm's as your passport.





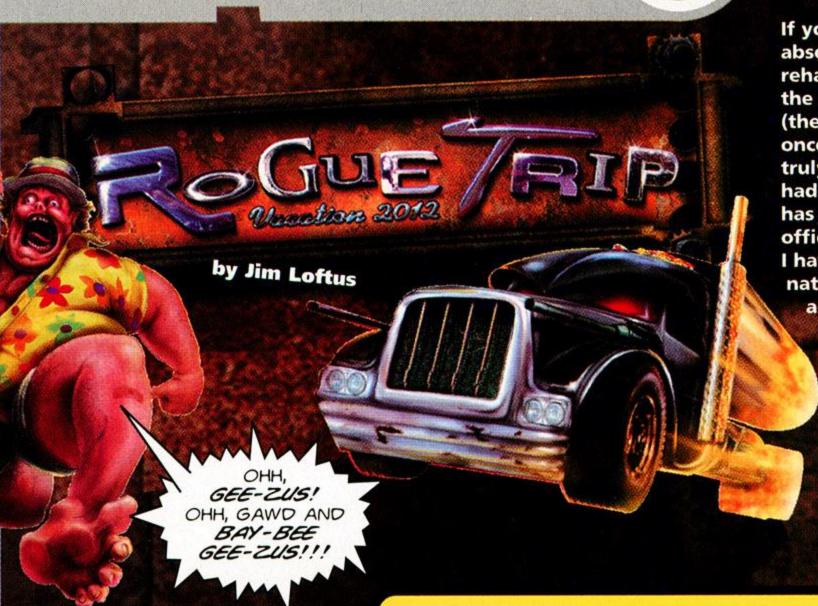
Annihilate your way through 15 levels of high-res mercilessness.





ECHEL SE





If you're a hardcore Twisted Metal fan like me, you absolutely must check out Rogue Trip. Not satisfied with rehashing the same vehicular combat gameplay which made the first two Twisted Metal games so addictive, SingleTrac (the originators behind that series) has re-emerged to prove once again who's king of the road. The "tourist" aspect truly sets this game apart from the current competition. We had no idea it was possible, but Rogue Trip, in many ways, has even surpassed our favorite road rager here at the T&T office, Vigilante 8. For your "Mad Max" murdering pleasure, I have painstakingly assembled full-color maps for all destinations and revealed locations of hidden destructables. I've also thrown in a bunch of cool passwords for good mea-

sure. Have fun, and don't forget to send a postcard!

Mwah-ha-ha-ha-haaaah! Special shout out to "Big

Man" Lance at GT for makin' it all happen!

Screw Traveller's Cheques... Use These Passwords Instead!

Enter these codes in the password box at the Options screen. Instant gratification!

Pack Your Bags!

- Keep in mind that many of the jumps in the game require that you reach maximum speed in order to make them. Get a "running start" and hit that nitro!
- the Coolest weapon in the game, since it allows you to steer it directly to its intended target. The Prowler is also an excellent tool for fly-bys—just launch it, then scan the landscape for enemies and power-ups from overhead!
- Try an alternative gameplay method by teaming up with players for a game of "keep away" using tourists!

Destination Map Legend:





 Drive Boss 1 (Bitchin' Wheels' reward)
 △, L1, R1, ×, L2, L2

 Drive Boss 2 (Rock N' Rule's reward)
 R1, R2, L1, L1, ×, ○

 Fly Helicopter (Biohazard's reward)
 L1, △, R2, △, △, R1

 Fly Alien Saucer (Sidewinder's reward)
 R1, □, ×, □, L2, ○

 Open Funtopia (Meat Wagon's reward)
 ×, ○, L2, ×, □, L1

 Open The Gulch (Vermin's reward)
 ×, □, ○, L1, L2, □

 Infinite Jump (Gator Bait's reward)
 ○, R2, ×, △, R2

 Infinite Turbo (Pyro's reward)
 □, ×, ○, △, R1, R2

 Double Power-ups (Reward for Destroying Angel)
 L1, L2, ○, L1, R1, □

 Increased Armor (Ozone's reward)
 R1, △, R1, △, L1, □

 Battle Boss 1 (Intruder's reward)
 ○, R2, R1, □, L1, R2

 Battle Boss 2
 ○, ○, L2, L1, △, △

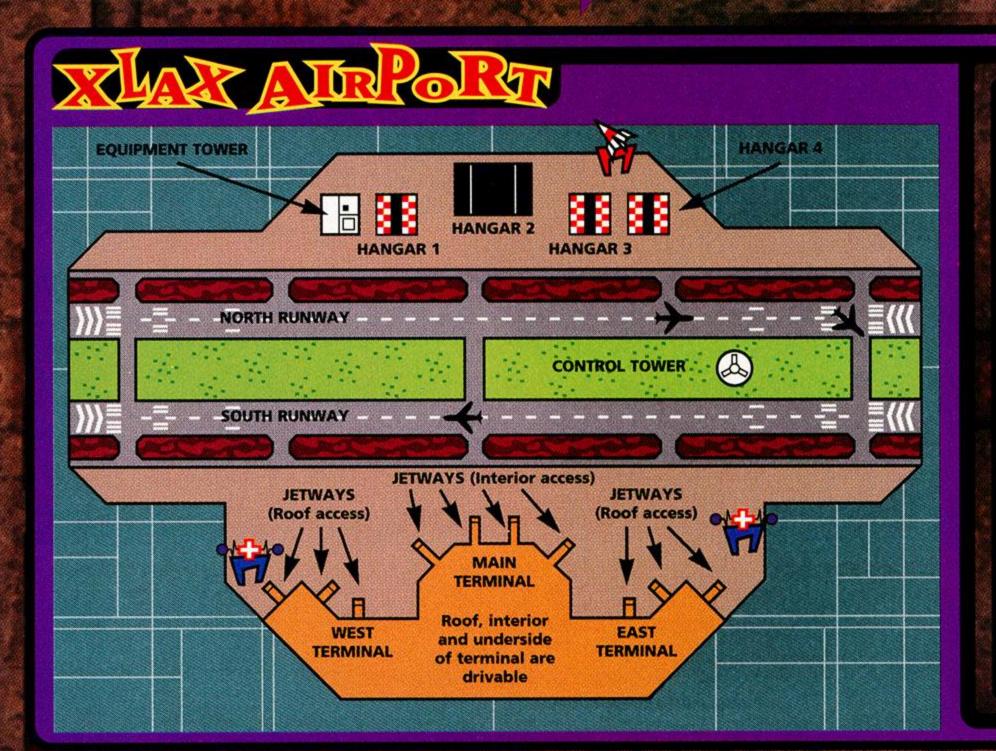
 Watch Duke Nukem: Time to Kill Trailer
 □, ○, ○, △, △

To enable these killer, "T&T exclusive" cheat codes, you must first start your game, then press and hold L1+R1+R2. While holding these buttons down, press SELECT. This will activate "Cheat Mode." Next, feel free to enter any or all of the following codes:



Infinite Weapons: Press and hold L1 + R1. While holding, press \uparrow , \downarrow , \uparrow , R2 Mega-Guns: Press and hold \times , R2, L1, R1. While holding, press \downarrow

God Mode: Press and hold L1 + R1 + R2. While holding, press \uparrow , \downarrow , \leftarrow , \rightarrow



PLANES: Blast the planes! You get \$2,000 with tourist on board, \$1,000 without. The planes regenerate 10 times, maximum.

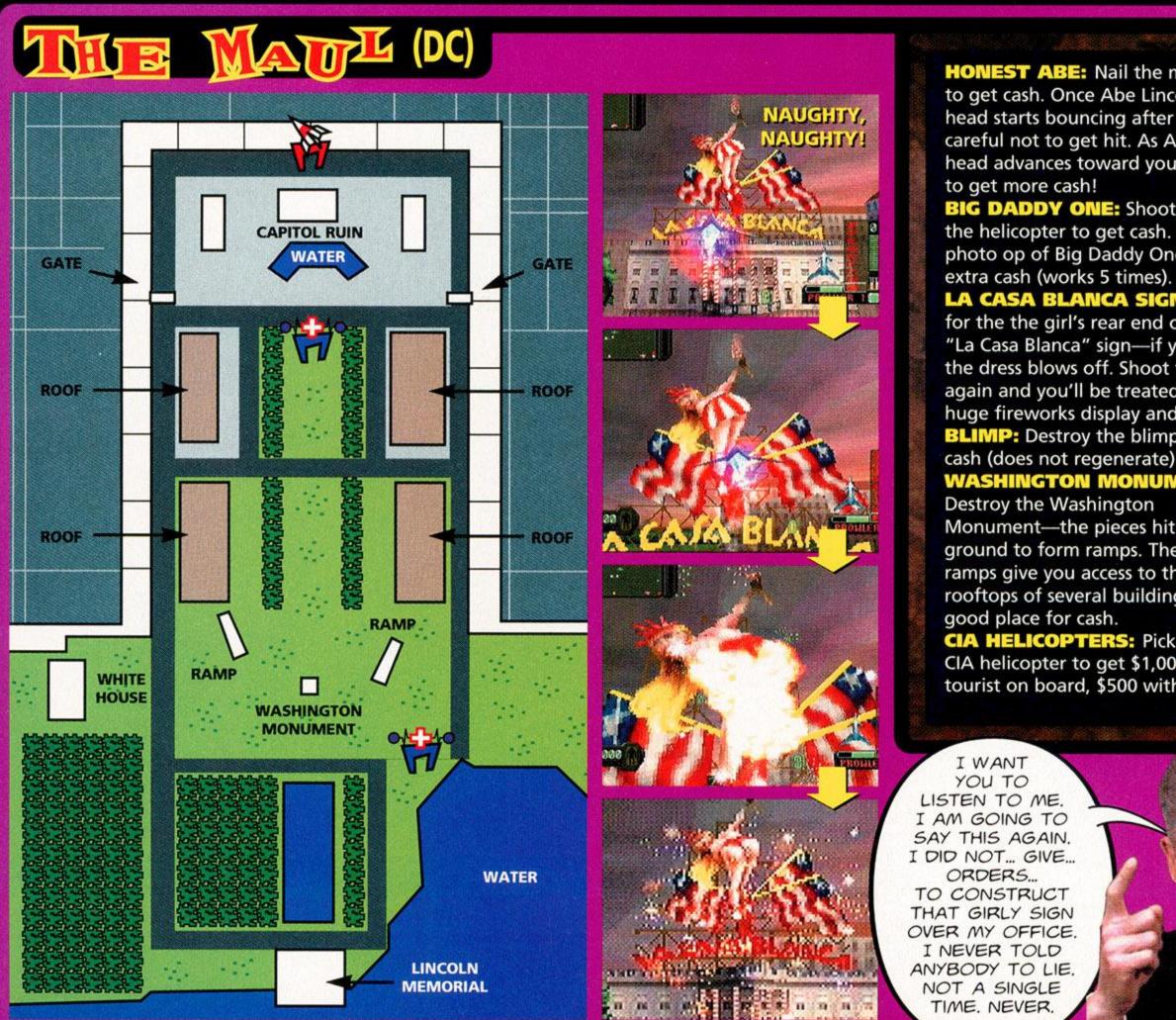
TANKER TRUCKS: Shoot a tanker truck to get \$600 with tourist on board, \$300 without.

CONTROL TOWER: Shoot the control tower for a shower of cash. Hit the resulting debris to get power-ups.

ways closest to the main, middle terminal provide access to its interior; just blast a support, then drive on up. Each of the six remaining jetways (three at the east terminal, three at the west terminal) allow you to access the rooftop; getting up on one of these outer jetways is tricky, but here's how to do it: First, select a jetway and take out its support (this will lower it). Next, jump up and onto the jetway. Drive on up to the roof for cash and power-ups galore!







HONEST ABE: Nail the memorial to get cash. Once Abe Lincoln's head starts bouncing after you, be careful not to get hit. As Abe's head advances toward you, shoot it

BIG DADDY ONE: Shoot down the helicopter to get cash. Get a photo op of Big Daddy One for

LA CASA BLANCA SIGN: Aim for the the girl's rear end on the "La Casa Blanca" sign—if you hit it, the dress blows off. Shoot the sign again and you'll be treated to a huge fireworks display and cash! **BLIMP:** Destroy the blimp to get cash (does not regenerate).

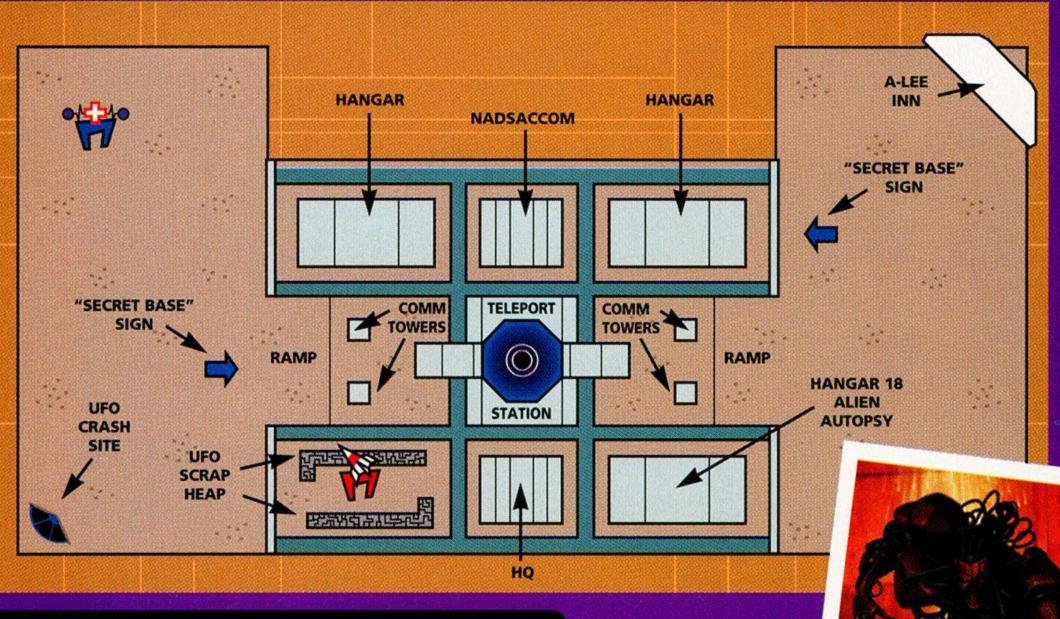
WASHINGTON MONUMENT:

Monument—the pieces hit the ground to form ramps. These ramps give you access to the rooftops of several buildings; a

CIA HELICOPTERS: Pick off a CIA helicopter to get \$1,000 with tourist on board, \$500 without.



Selfo THE MOON AND KILL ALIENS!



TELEPORT STATION: If you're in hot pursuit and need to "get away from it all", just dive into the teleport station. Cash and power-ups await!

A-LEE INN: Shoot the A-lee Inn to get cash—this will ignite the Space Shuttles, sending the building into orbit. Later on, the AleeInn can be spotted tumbling in space while you're on the moon.

HELICOPTER: Blast the helicopter to get \$1,000 with tourist on board, \$500 without.

ALIEN AUTOPSY: Check out the "alien autopsy" in the hangar with the "star" emblems on the front and back. Blast the table in the center of the hangar for an instant Prowler power-up!

UFO's: Bring down a UFO to earn \$1,000 with tourist on board, \$500 without. **BONUS MINI-GAME: SAUCER ATTACK!** Head to the back corner of the desert, just past the scrap heap area. Drive to the UFO crash site. Now, toss an upgraded RLB near the wrecked ship (the RLB must be within 100 feet of the saucer). Next, teleport up to the moon. Once you're on the moon, detonate the RLB to completely destroy the Earth!! It gets even crazier!—the moon will become bombarded with so much flying debris that eventually you'll be left in a zero-gravity star field! At this time, the game goes into "God" mode which allows you to enjoy an unbelievably cool mini-game of "Saucer Attack". The good news is, you can play for as long as you like. The *bad* news is, since there's no more Earth left to transport back to, you'll be forced to hit pause and quit the game.

The Moon



NEOF THE (Vegas)

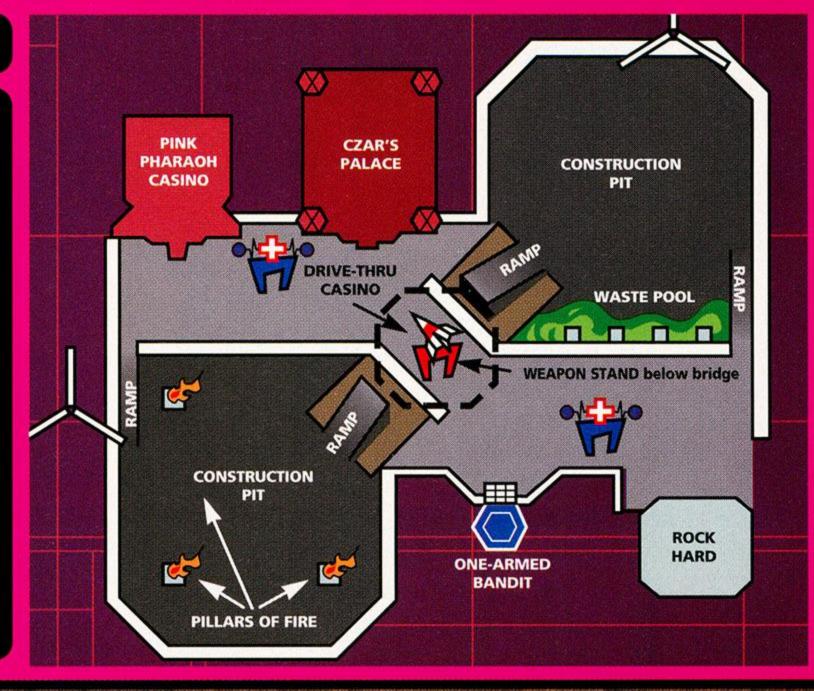
CZAR'S PALACE: Shoot the towers on the Czar's Palace rooftop to get cash. Once hit, the towers fly out over the construction pit and explode.

MEDIEVAL KENIEVAL: Waste Medieval Kenieval for \$600 with tourist on board, \$300 without.

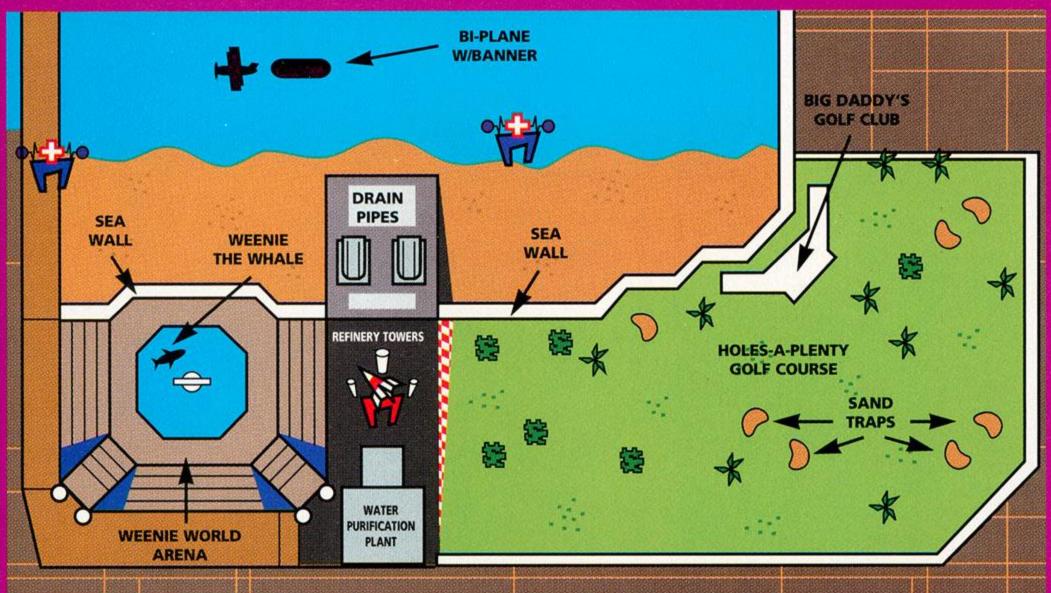
CHOPPERS: Take down the hard-to-see choppers flying over the construction pit; you'll earn \$1,000 with tourist on board, \$500 without.

BONUS MINI-GAME: ONE-ARMED BAN-

DIT! To the right of the Rock Hard entrance is a gigantic "Big Daddy" slot machine. As long as it reads "Hit Me", you can shoot it to gamble for cash at a cost of \$1,000 a shot. If two "Big Daddys" come up, you get \$1,000. If three "Big Daddys" show up, you nab a whopping \$10,000! Get three "bombs", though, and not only do you lose all your cash, but the slot machine blows up, causing the giant saucer to fly away to the dam and explode!





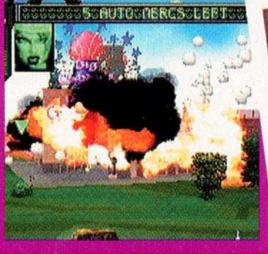














GOLF CLUB: Hit the "Golf Club" sign to knock out golf balls for cash! **GOLF CARTS:** Let loose on the golf carts to get \$1,000 with tourist on board, \$500 without.

refinery towers to earn cash. The towers fly out over the bay and explode.

FREE WEENIE: Poor Weenie the whale; he's just not the same since he's been held in captivity. Put Weenie out of his misery by tossing an RLB into his tank—just detonate the bomb when he's within range and BLAM-O!—ol' Weenie gets blown out of the water and into the bay! Get \$2,000 with tourist on board, \$1,000 without.

BI-PLANES: Shoot down the banner towing bi-planes which fly over the ocean for cash (works 5 times).



HELICOPTER: Take out the helicopter to earn \$1,000 with tourist on board, \$500 without. CRYPT: Be sure to check out the crypt on to the far east—it contains a weapons station. HIDE-AND-SEEK: Even though there's not a whole heck of a lot going on in this level, it does make for some hilarious 2-Player "hide-and-seek" action!



TIPS & TRICKS

BRIDGE

GATE

in a management of the

BRIDGE



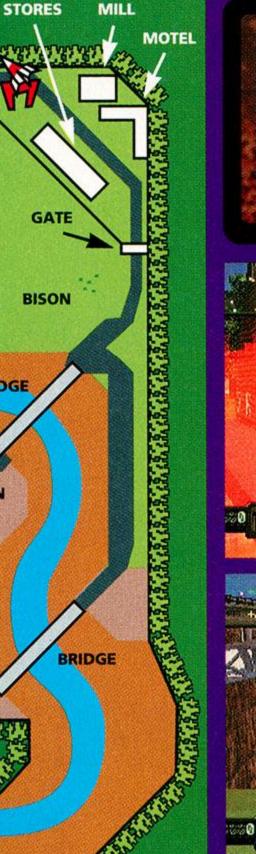
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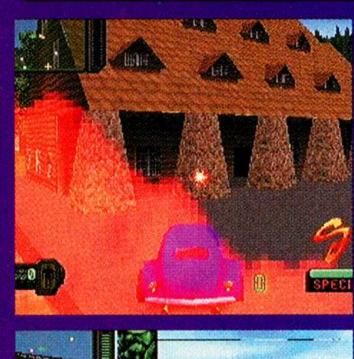
28

THE ULE DESTONE PARK

BALLOONS: Bring down balloons for cash (works 5 times). **BRIDGE:** Destroy the bridge with cars on it to earn cash. RV: Blow up the RV to get \$1,000 with tourist on board, \$500 without.

SPECIAL PRECAUTION: Watch your control while on the bridges; one slip up and—BLAM-O!—instant Road Runner cartoon!









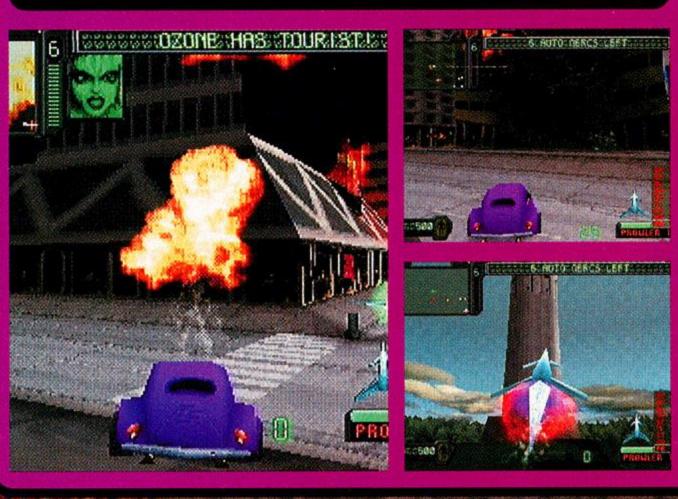


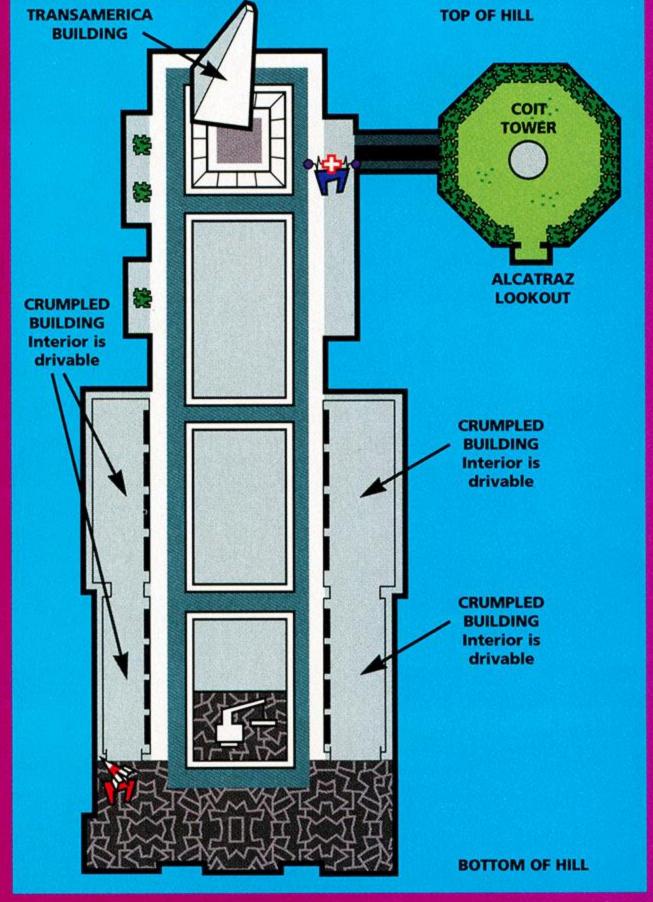
(San Francisco)

TRANS AMERICA BUILDING: Shoot the tower to get cash. The tower topples across the street, destroying a nearby building. This opens a secret passageway to the Coit Tower. COIT TOWER: To open this passage, you must first blast the Trans-America building. Blow up Coit Tower to cause it to lift off, rocket-style, then look through the opening in the hedge to see it obliterate Alcatraz. Mo' money! BULLDOZER: Hit the 'dozer to earn \$600 with tourist on

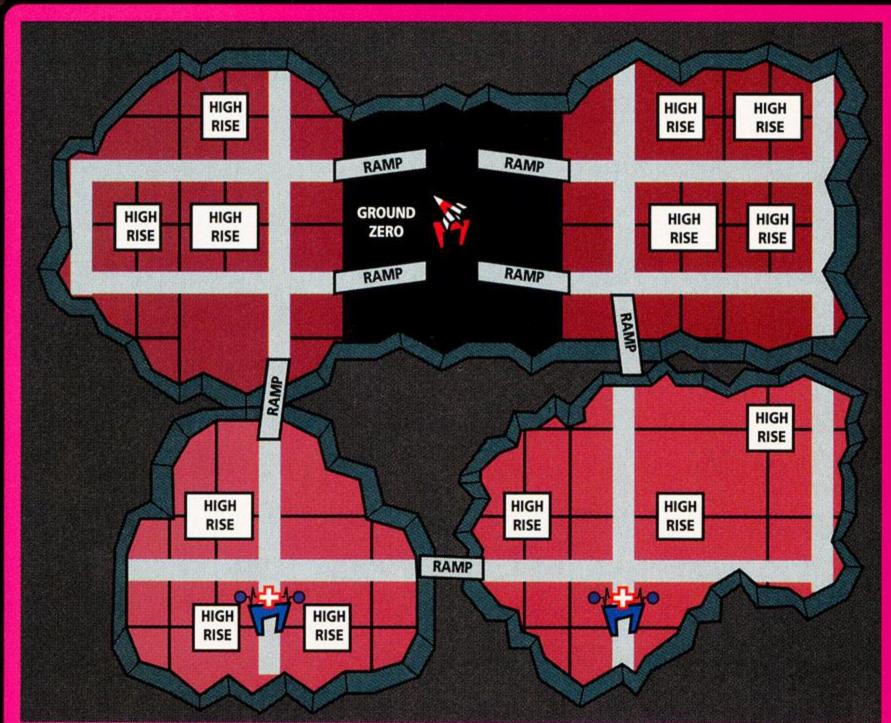
board, \$300 without.

TROLLEY: Nail the trolley to earn \$600 with tourist on board, \$300 without.









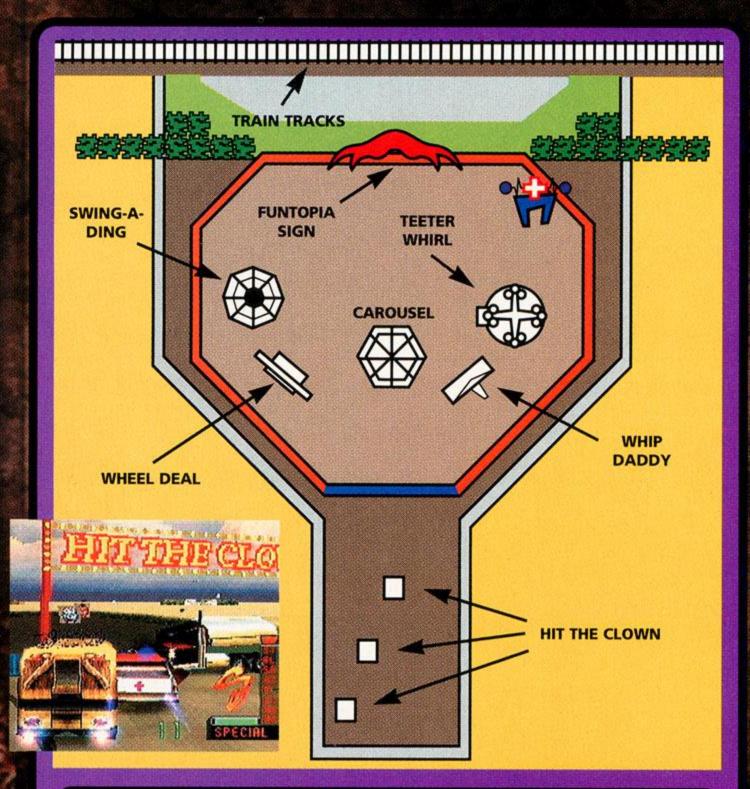
NUKE YORK

HIGH-RISES: Blast the buildings to knock 'em over, then grab cash.

COLLAPSIBLE HIGH-RISESS:

Shoot these to get cash. The floors in these buildings collapse on each other, one floor at a time. Once the building is completely totalled, grab the power-ups.



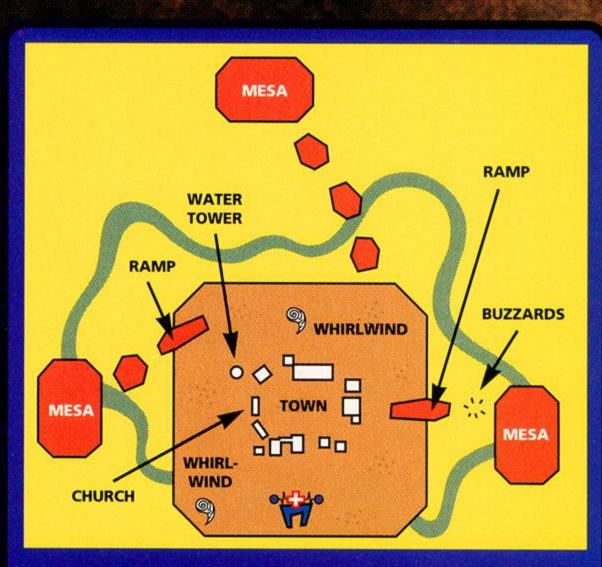


(Bonus Level)

RIDES: Carnies... small hands... smell like cabbage. Earn extra cash for vandalising happy-funny carnival rides. The Swing-a-Ding, Wheel Deal, Whip Daddy and Teeter-Whirl: All yours to destroy!

HIT THE CLOWN: Blast the ever lovin' crud out of the moving targets. Why? Oh, 'cuz it's fun!

TRAIN: Time and patience are required to nail all of the train sections.



TOTAL (Bonus Level)

CHURCH: Demolish the church to earn cash. **WATER TOWER:** Blow up the tower for cash and power-ups.

RAMPS: In order to make the jumps, you must use turbo to the ramps; then jump.







scrolling shooters take you to the skies, dodging enemy

fire, executing loops and picking up devastating power-ups.

Brimming with nostalgia, these timeless favorites are why

you started playing video games in the first place.





One of Capcom's most popular side-scrolling adventu series ever is back to haunt even the bravest of knights Capcom's Ghost & Goblin series. Capcom Generation unleashes the entire trilogy of challenging classics; Ghost Goblin, Ghouls & Ghosts and Super Ghouls & Ghost of one disc. Play as the gallant knight, Arthur, as he batt throngs of zombies, monsters and other terrors of the nig while trying to save the beautiful princess.

KONAMI ANTIQUES MSX COLL

The ultimate collection of the most popular classic arcade hits is coming to the SEGA SATURN. Featuring 30 of Konami's challenging classics: Boxing, Ping Pong, Hyper Sports 2, Mopi Ranger, Kekkyoku-Nankyoku-Daibouken, Kung Fu, Road Fighter, Sky Jaugar, Gradius, Gopher No Yabou, Golf, Billiard, Hyper Sports 3, Wanpaku Athletic, Magic Tree,



Eager-Kotei No Gyakushu, Majou Densetsu, Super Cobra, Twin-Bee, Gradius 2, Tennis, Soccer, Konami Rally, Pon-Poko-Pon, Piporusu, Ouke No Tani, Yumetairiku Adventure, Tlme Pilot, Parodius, and Saramander. These classic games will provide hours of fun for all generations.



Samurai Showdown III Samurai Showdown IV

Samurai Showdown, the second game of the series to be available for the Sega Saturn, and it is now being released as part of SNK's classics series. The game is beautifully animated, its graphics are clean and drawn in the "anime" style. It features many different gameplay so it is never boring.



Real Bout Real Bout Specia



This one of SNK's best known and hot-selling 2D fighting gar which is being released as part of SNK's classic. This game f tures awesome combos, trademark animation and countle





Introducing Radiant Silvergun, the newest vertical shooter from Treasure, the company known for their innovative gameplay and best selling games such as Contra. Radiant Silvergun

has been a popular arcade game in Japan since April, and is now available for Saturn. This newly released itle features characters animated by the artists who designed Guardian Heroes, this is a truly unique 2 person, 2D shooter.







Introducing "Deep Fear", the hottest Saturn game in Japan. This underwater adventure game, features the same type of elements that made "Resident Evil" a best seller. The adventure begins when a Top Secret Nuclear Submarine crashes into a Top Secret Marine Base. When a search and rescue operation is dispatched, all hell breaks loose. Victims begging to be killed moments before they are transformed into monsters. It all adds up to an incredible adventure, the likes of which have rarely been seen on the Sega Saturn.



This wonderfully developed si scrolling game has been mu enhanced for the Saturn. It v include a new character, as well a few 3D tricks thrown in for go

measure. Gameplay is ma more exciting by the addition two new wings to Dracula castle, the "Undergrou Cavern" and the "Poisono Plant Ridge". This is a gar that will fully take advantage the Saturn's 3D capabilities For the Sega Saturn.



X-Men vs. Street Fighter

Faster & Better Than PSX Version!

Saturn, and finally available and with the 4 meg ram cart, it's a dream come

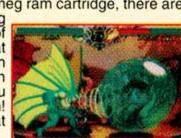
the arcade.





The most exciting fighter for the Saturn, a perfect translation of the arcade. With the added advantage of a 4 meg ram cartridge, there are

almost no loading times, and best of all, once you beat the game, you can access an option that will let you play it in English! This is fighting at its ultimate.





ntroducing Pocket Fighter, the home sion of the arcade game featuring dimi tive versions of several of Capcom's be known video game characters. Such

'Darkstalkers" 'Ryu and Chun Li Street Fighter", as well as other characters from Capcom games.





The newest installment to SNK's most popular fighting series is now available! The long awaited "King of Fighter 97"

finally comes to the Saturn! This japanese import is full of all the elements you know and love.





Metal Slug

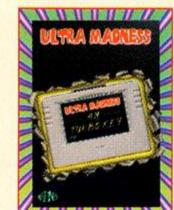
Metal Slug is another one of SNK's best known and hot-selling 2D side shooting game. This game features awesome graph-

ics, trademark animation and countweapons. There are numerous challenging levels and bosses to destroy and defeat.





The serious player's wear of choice! This custom st ner with revolutionary te nology and single action t ger lets you aim, shoot, reload with maximum spe and accuracy. Compat with all games the require stunner like, House of Dead and Virtua Cop. M. by Sega.



4MEG TURBO KEY

For the Sega Saturn

The 4M Turbo Key is an adapter to play imported games and a 4 meg ram card. Never will you need to swap converters and ram carts again when you play your imported Saturn games. Ideal for games like "X-Men vs. Street Fighter, Vampire Savior and King of Fighters '97.



ST-KEY

For the Sega Saturn

ST-Key is an adapter that plugs into the cartridge port to allow the Saturn to play imported software. Ideal for Japanese and European games. (Converter does not translate the texts).



Dragon Ball Z Legend



A fighting game that features the most popular animated character "In The World". The game features 3D spectrum fighting with 2D animated characters.

Fire Pro-Wrestling



This all time favorite wrestling game featur 6 player battle royal, a 3 different style wrestl rings. Plus each char ters have their o unique wrestling sty and awesome man vers. This game is must have for wrestl



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You'll Be Forever Busting Bubbles

Bust-A-Move 4 is bursting onto the scene with more advanced gameplay, and tons of new features. It's a challenge for the whole family.











· Bury opponents with the devastating new Chain Reaction feature

• Keep the bubbles in balance with the new Pulley System

• Bank yourself with the comprehensive new Grade Recognition System

· Save your own puzzles to memory cards with Edit Rode

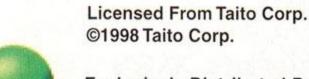
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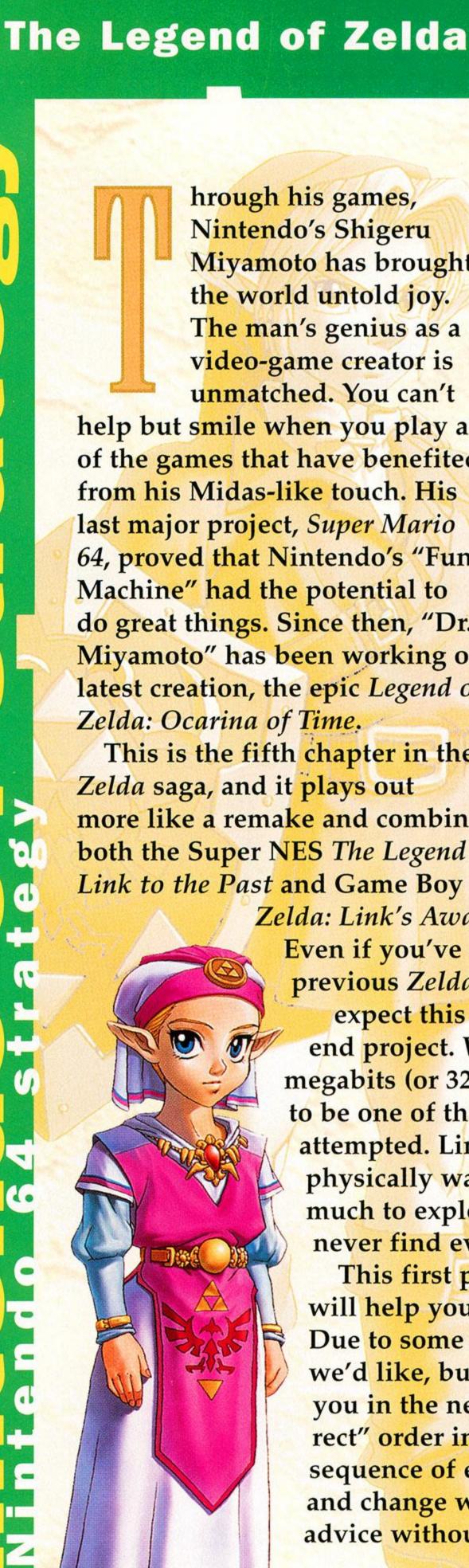
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hrough his games, Nintendo's Shigeru Miyamoto has brought the world untold joy. The man's genius as a video-game creator is unmatched. You can't help but smile when you play any of the games that have benefited from his Midas-like touch. His last major project, Super Mario 64, proved that Nintendo's "Fun Machine" had the potential to do great things. Since then, "Dr. Miyamoto" has been working on his latest creation, the epic Legend of Zelda: Ocarina of Time. This is the fifth chapter in the Zelda saga, and it plays out

more like a remake and combination of both the Super NES The Legend of Zelda: A Link to the Past and Game Boy The Legend of Zelda: Link's Awakening titles.

Even if you've mastered every previous Zelda adventure, don't expect this one to be a week-

end project. Weighing in at 256

megabits (or 32 megabytes), Ocarina of Time proves to be one of the largest undertakings we've ever attempted. Link's world is massive, forcing you to physically walk from point A to point B. There is so much to explore in the land of Hyrule that you may never find everything on your own.

This first portion of our multi-part strategy guide will help you up to the first Spiritual Crystal—the Kokiri Jade. Due to some Nintendo red tape, we can't show you as much as we'd like, but we promise we'll have some slick surprises for you in the next couple of months. Note that there is no "correct" order in which to do things; we've simply outlined the sequence of events that worked best for us. Feel free to explore and change whatever you like! We've tried to offer helpful advice without spoiling all of the game's surprises.

THE LEGEND OF

OCARINA OF TIME

by Tyrone Rodriguez and Anatole Brown



We're aware that some

TIPS & TRICKS readers may not be
too familiar with the Zelda series. If
you've got a NES, Super NES, or Game Boy,
you owe it to yourself to hunt down these
games and play them to death. The series
spawned a healthy amount of licensed goods,
from T-shirts to lunch bags and even toys and cartoons. Playing through each game was like being
in an epic story. The first two games were
released with in really cool cartridges with simulated gold plating. Of course, by today's standards, the visuals in any of these games are
laughable—but graphics are not the only
reason to play video games. Anyway,

here's a quick rundown of each

Zelda title to get you into

the groove.

The Legend of Zelda

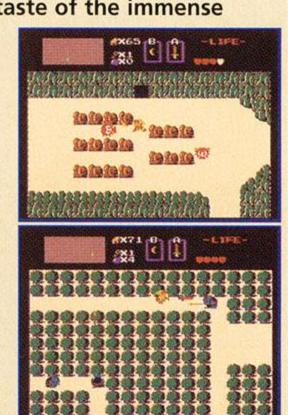
Released in 1986, The Legend of Zelda was our first taste of the immense

world of
Hyrule. Here
we met a
young boy

defeat the evil wizard Ganon and earn back the Triforce. Zelda was, indeed, the game to own. Not only was it an enormous game, but it was extremely fun. The thrill of finding a new area or item was more than enough to keep you glued to the controller. The game boasted an entirely different second quest with even more brain-busting puzzles and invisible doors. A prequel to the games that would fol-

low, The Legend of Zelda gave a concrete story and cast of characters. To this day it remains as one of the

best games ever released on the NES.



Zelda ll: The Adventure of Link

THE ADVENTURE OR

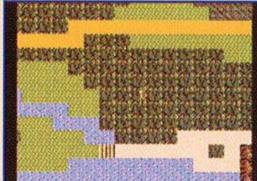
A sequel to Zelda was inevitable. Christmas of 1989 made way, in limited quantities, for Zelda II: The Adventure of

Link. An alleged chip shortage brought the price of the game up and supplies down. It wasn't a good time to be a Zelda lover. Tyrone was one of the lucky few to pick up the game at launch, but his game pak was defective and he had to wait for a replacement. Link, as the game came to be known, was very different. Link was much older than before. Travelling through Hyrule was still shown in an overhead perspective, but the

viewpoint was better—Hyrule seemed like a different land, as well. Combat took place on a side-view horizontal playfield. You'd also have to physically run into a group of enemies to

battle. Link earned experience and could become more powerful. Some would argue that Link is the worst game in the series...but that's like saying that the 944 is the worst Porsche! You'd still gladly drive it.





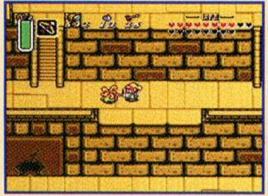


The Legend of Zelda: A Link to the Past



The only game in the Zelda series to appear on the Super NES put an interesting twist on the plot. A Link to the Past hit the street in 1992. The primary objective was still to defeat Ganon and save the land of Hyrule, yet no allusion is made to the previous games in the series. This time around, an evil wizard named Aghanim would attempt to bring back Ganon

Dragmire to the land of Hyrule. By locating three pennants, Link would travel through time to find seven crystals hidden in labyrinths. Many of the items and weapons which debuted in A Link to the Past have been seen in Link's Awakening and Ocarina of Time, including the powerful Master Sword. The visuals in A Link to the Past were more polished with a hand-drawn look to them. The game was still definitely Zelda, but the 16-bit graphic makeover was refreshing.





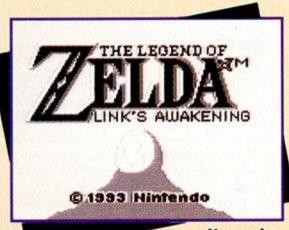




The Legend of Zelda



The Legend of Zelda: Link's Awakening

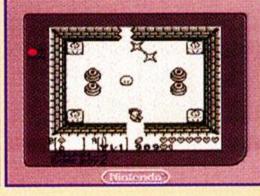


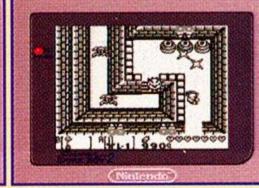
In 1993, the Game Boy received its own Zelda adventure. Four simple shades of green didn't stop this 4-Meg masterpiece from being as enjoyable as the rest of the Zelda series. After the defeat of Ganon, Link wished to increase his abilities as a hero. He saw infinite possibilities in an adventure on the ocean. During the voyage, Link's ship was torn apart by a heavy storm and he landed on an unknown island. A young girl named Malon found him and—with the help of her father, Talon—nursed Link back to health. To get back to Hyrule, Link had to defeat the nightmares guarding the necessary instruments he needed to wake the great Wind Fish—a course of action which could jeopar-

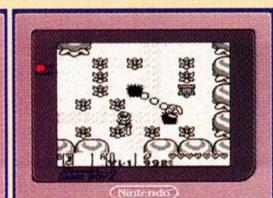
dize the lives of everyone on the island. Link's Awakening resembled A Link to the Past, but it was a whole new quest with all new things to do and see. On the island of Koholint, we met Malon, Talon and

the Owl, all of whom make return appearances in Ocarina of Time.









to get used to manipulating our hero in a three-dimensional world. Here's a basic rundown of what you need to know. The following commands are used when Link is armed with a shield, sword or other weapon: Pressing the R button make Link hold his ground and pull his shield forward. Holding the R button will allow you to block for an extended period of time. If Link isn't strong enough to hold up his shield, he'll hunch over and use the shield to protect his backside. This can be done whether in a battle or not. Pressing the Z button will lock onto a nearby enemy, item or person; if there are multiple targets, pressing the Z button again will step through the targets, one at a time. Once a target has been acquired, Link can move around freely and will always face the chosen target. Link can use his shield during battle by pressing the R button; if you'd like

As you can imagine, it takes some time

press the Z button while holding R. This is a necessary technique if you plan to beat baddies such as Stalfos or other pesky Dragmire minions.

to move around while holding your shield,

To attack an enemy, simply press the button corresponding to the weapon you'd like to use. If the enemy has been "locked

on" and is within range, you'll more than likely make contact. Early on, you won't have to worry too much about off-screen enemies. The game tends to be lenient with that; if an enemy wants to attack you, it will circle around until you're face to face. Use this to your advantage to take out which ever enemy is weaker.

Always try to find the quickest, easiest way to defeat an enemy. Quick wins will save you time and valuable hearts. The sword is your best bet for combat; most of the other weapons in your inventory are better suited to other purposes.

The A button works primarily as the action button. In targeting mode, the A button can be used to hop, backflip or attack. If you're walking forward with your sword equipped and you press the A button, Link will jump forward with a lunging slash. If you're walking left or right during targeting mode and you press A, Link will make a quick jump to the side. Pressing the A button while walking backwards will result in a backflip. The flip is great when you want to avoid a projectile or bat or to get out of an enemy's face.

Outside of combat, the A button is used to move objects, speak with townsfolk, scale walls, open doors, buy items and such. For example, if you're adjacent to

a box that you think can be moved, the A button icon

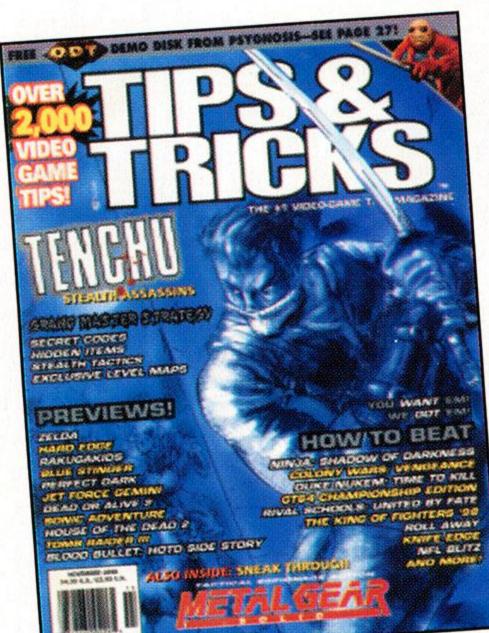
text will change to "Grab." If that same item can be climbed, the A icon will read "Climb." When multiple

actions can or must be performed on an item, the analog joystick will change the action. Walk up to a box that can be moved or climbed upon; you'll notice the A button icon switching. By pressing the stick Up or Down ever so slightly, the action will change back and forth between Climb and Grab. The only command which is automatically activated is Jump. Walk over any platform and Link will jump over it with ease. Originally Link had a manual jump, now you're stuck with the game's intelligence jumping for you—which is not a bad thing when you see how many platforms are in the game.



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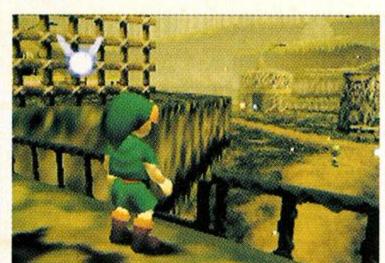
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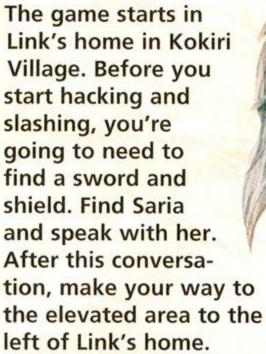
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The Legend of Zelda

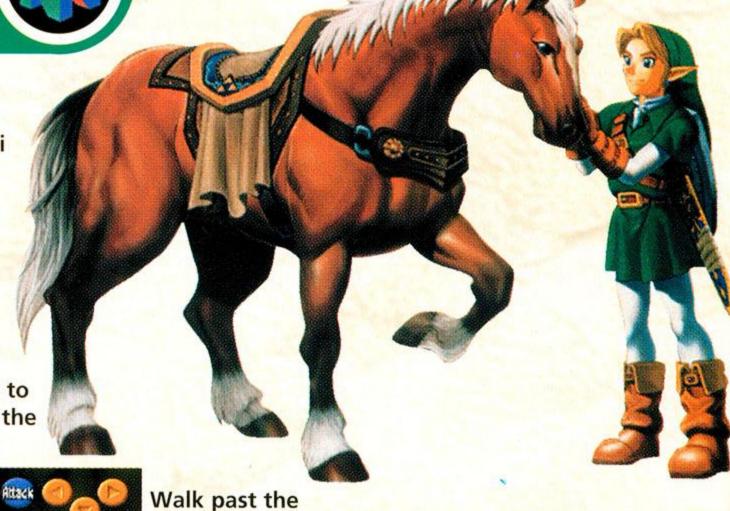




Link's home in Kokiri Village. Before you start hacking and slashing, you're going to need to find a sword and shield. Find Saria and speak with her. After this conversa-











fence and bushes. There is a small hole which you must crawl through. Once inside, take the left, then a right—watch out for the boulder rolling by. A large chest holds the Kokiri sword inside. Exit this area, equip the Kokiri Sword and begin slashing bushes and collecting rupees. Once you've earned 40, enter the store to buy the shield. Turn left and







speak with Mido (he's the person guarding the path.) If you have your shield and sword equipped, he'll let you pass.

Putaway



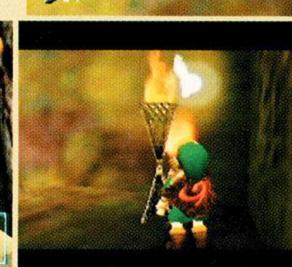
Speak with the Great Deku Tree at the end of the path. After he tells you of his curse, he will allow you to enter inside. Walk forward until you reach

a vine on which to climb. At the top of this area, you'll find a large chest. Open it with the A button to get the Dungeon Map. Enter the door at the end of the incline. The next room has a Deku Shrub; use your shield to repel its attack. Enter the next door; the chest on the other side of the room has a slingshot for the taking. Face the door you entered and equip the Slingshot. Aim above the

door to knock the above ladder down. Return to the central area. Destroy any nearby Skulltulas and climb above the platform you're on. Find the next door and enter it. Step on a switch found to the right







of the door; it will temporarily raise three platforms. Use these to reach the other side of the room. Inside the treasure chest you'll find a Compass. Head back to the entrance of the room. You'll notice that one torch is lit, the other is not. Pull out a Deku Stick and fire it up, then head over to the unlit torch with your flaming Deku Stick to light it. This will get you out of the room. If you don't have any spare Deku Sticks, just kill the enemies in this room until they give you one.





Find a clear area where you can take a dive. Try

to stay centered; you're going to have to tear the webbing at the bottom to reach the lower level (B1). Stepping on the switch will light the torch in this room. Take another Deku Stick, light it and run over to the spider webs; the webs will catch fire, letting you enter the fol-





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lowing door. Enter the next area and defeat the enemy within. Open the door that follows by using your Slingshot on the switch. Jump into the water in the next room. You'll have to dive to hit a switch that lowers the water

level. The water level stays down or for a short period. Jump on the moving platform and use it to get Link to the other side of the room. Grab the box on this side of the room and push it. Climb the box to reach the next platform and reach the next door. Use a Deku Stick to light the torches and access the next door. When you see the two doors with webs, equip your Deku Stick and torch the webs. The small tunnel will take you back to the first room in B1—you'll be on the higher platform this time. See the block on this ledge? Push it off into the water. Step on the switch in this room to turn on the fire, then equip your Deku Stick and flame the web once again. This new path will drop you down to B2. When you reach the room with three bush enemies you'll have to defeat them in a specific order. Kill the middle enemy first, the far right enemy second and the far left enemy first. When the last enemy runs around, walk about and use your sword to speak with it. (Interesting method of communication, wouldn't you say?)

You'd better be ready for your first encounter with a boss: Queen Gohma is in the next room. Her Royal Highness isn't difficult. You can't target the queen while she hangs from the ceiling. Wait until she goes to ground level to target her and wait as long as possible before targeting. Navi might not acquire the target if you attempt it too soon. When the Queen's eye turns red, pop her with the Slingshot; she'll be vulnerable for a short period. Slash her as much as possible with your sword. She'll retreat after you pound her. When she hangs from the ceiling, the Queen will drop three eggs. The eggs only require one slash before they hatch. After they've hatched, the baby Ghomas take some doing to kill. Repeat this pattern to defeat Queen Gohma. The surrounding bushes yield hearts and Deku Nuts. A full Heart Container awaits the victor. Enter the blue light. The Deku Tree will give you the Kokiri Jade, the first spiritual crystal. It will explain more of your quest and passes away to that big forest in the sky.

> Next on the agenda is Hyrule Castle. Walk out of Kokiri Village. Link's good friend Saria speaks with him and gives him the Fairy's Ocarina. Outside of the village is Hyrule Field; it's

relatively safe in daytime but you won't want to hang around after dark. It'll be a long journey, but cross the Hyrule

Fields to arrive at Hyrule Castle. Enter the castle gates, pass the Market and stop at an area with a tree and a young girl. This is Malon, Talon's daughter. She'll give the "fairy boy" a Weird Egg and she'd appreciate it if Link could find her father for her. Climb up the vine in this area and walk to the cemented overhang; then jump in the hole. Exit through the door. Cross the meadow in front of the Castle, making sure no guards see you. If you learned anything about stealth from Tenchu or Metal Gear Solid, now is the time to call upon those skills. If the royal guards see you, they'll throw you out and you'll have to start your game of hide-and-seek all over again. Scale a brick-like rock

formation near the castle—you're almost there. Check for any nearby guards and dive into the moat. Swim to the other side and climb out of the water. Sporting a nifty Bowser tie, Talon sleeps peacefully. Use your Weird Egg (which should be a rooster by now). The Zacky Farms poultry will wake up our lethargic friend. See two boxes in this area? It's time for more box-pushing fun! Push the first box off into the water. Push the second box next to

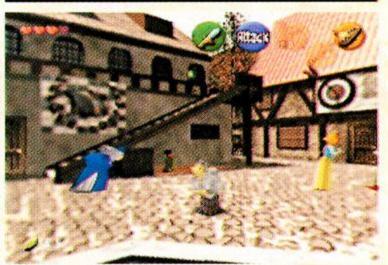
the first box's new location; you can't push the second box in the drink or onto the first box. Climb the second box and leap across into the small crevice.













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The next couple of stages are an exercise in skill. Link must sneak past all

the guards scouting the perimeter. Princess
Zelda is at the end of the courtyard. Walk over
and speak with the young princess. She will ask
for the Kokiri Jade. Answer "Yes" to her
request. Follow along with her conversation to

learn more about Hyrule, your quest and Ganondorf Dragmire. Zelda will give Link a Letter (you'll need this











later). Link can't get out of the courtyard without the help of Impa, Zelda's personal watch. Some readers may remember Impa from previous Zelda games. Impa will teach Link his first song, Zelda's Lullaby.



Return to Kokiri Village. Inside the village, make a hard left and scale the small mesas. Enter the large hollow tree trunk. This is the Lost Woods. One wrong turn in here will kick Link back out to Kokiri Village; each area in the Lost Woods is a 3- or 4-way split path. The following directions will lead you through each area. When you enter the Lost Woods, take the right path, take a left

in the next area, take a right, then make a left, walk straight, then finally take a left. If you've followed the







directions properly, you'll enter the Sacred Meadow. If for some odd reason you find yourself lost, walk forward into a door, but do not enter it; instead, walk very slowly. If the blackness begins to fade and reveal more forest, then you can enter; if it stays pitch black, that's a wrong path. Two Wolfos await Link's arrival in the Sacred Meadow. They're basic; target one guard then attack. A couple of well-timed swipes



and they'll be out cold.
Follow the map to the other end of the Sacred Meadow.
Saria will teach you her song.



Make a pit stop in Lon Lon Ranch to pick up a couple of essentials. Lon Lon Ranch is locat-

ed near the middle of Hyrule Field. Upon entering Lon Lon Ranch (obviously named after TaLON and MaLON), enter the door to your left. Talon is sleeping with the chickens. He'll ask you to play his game. Agree to do so; find his special

chickens in the allotted time and he'll reward you with a bottle of cow milk. This peachy keen little item can be used twice to



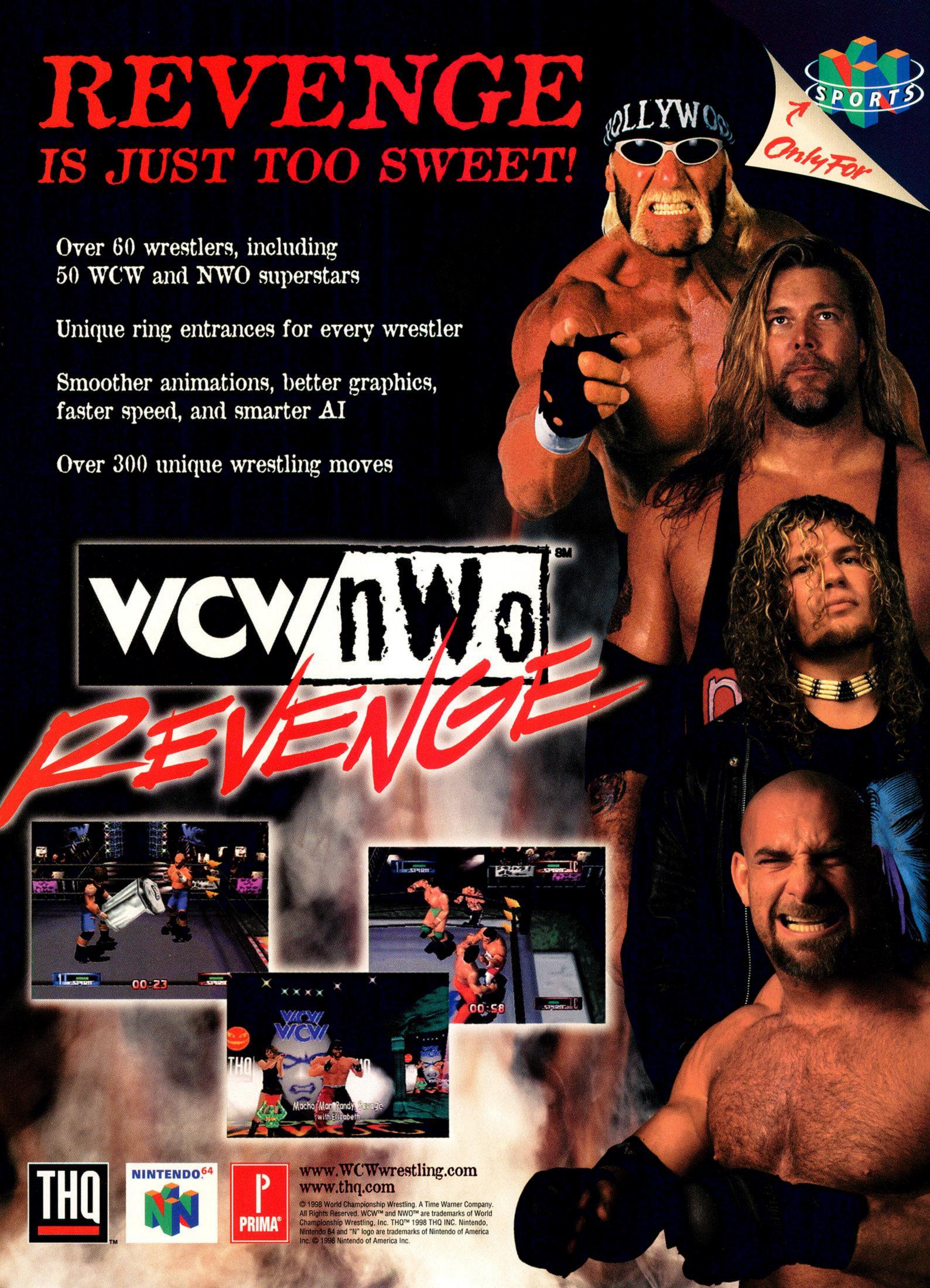








refill Link's heart meter. It isn't automatically activated, so you'll have to designate a button and use it at your own discretion. When the bottle is empty, you can return for more, find other dairy sources or use it to catch all sorts of things. After you've had your fun with Talon, enter the horse pasture. Equip the Ocarina and begin playing in front of Malon. She'll teach you Epona's Song—you'll need this later. This song can be used to tame Link's future steed.



From Lon Lon Ranch head to Hyrule Castle. Enter the Market and locate the Mask Shop. Speak with the manager; agree to borrow the mask. Take an immediate left after leaving the castle draw bridge. A small bridge will lead you close to Kakariko Village. Wait for nightfall before

entering the village. Enter the Graveyard located in the back of town. Speak with the caretak-





er. For a small fee, he'll dig an area for you. It's worth it to have him dig as much as possible because a Heart Container piece is hidden here. One tombstone holds something of interest. Grab every tombstone and move them, but watch out for the violent ghosts that escape. One of these stones will reveal a hole. Jump in; you're going to have to battle a zombie to earn your right to a large chest. Inside Link will find a large shield. He won't be able to fully utilize it just yet, but it'll be useful when he needs to scale Death Mountain.





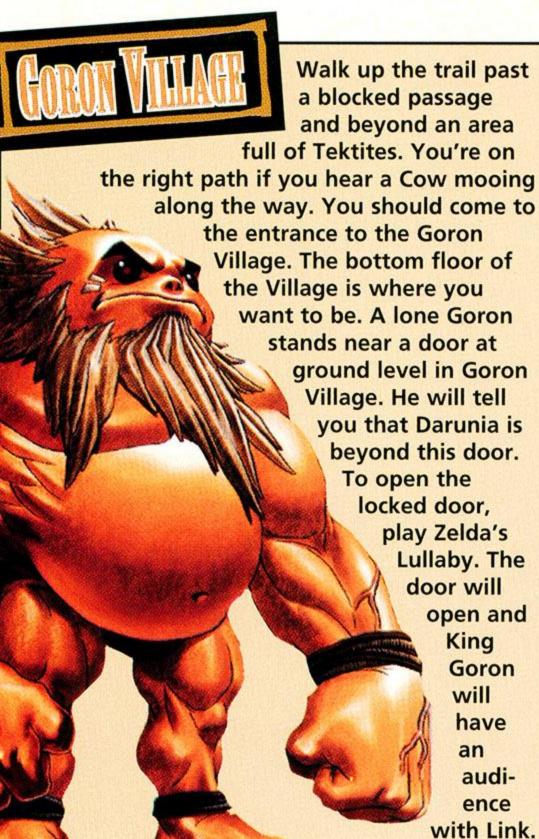








Exit the graveyard and Kakariko Village. Let the day break. Enter the village again and mingle with the village people—YMCA! When you've had your fill of friendliness, speak with the guard at the gate leading to **Death Mountain** Trailhead. Hand him the letter from Zelda and he'll let you pass.



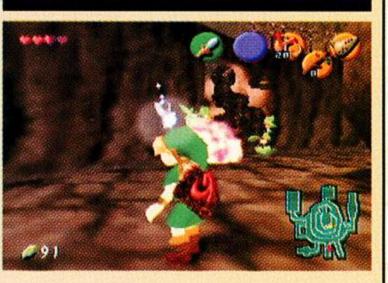












King Darunia will be a bit skeptical of our short hero...but if you play him Saria's Song you can watch him bust a groove. He really gets down! Having taken a liking to

the little guy, King Goron will hand Link the Goron's Bracelet. Link can lift Bomb Flowers now.



Guess what? Our guide for this month has come to an end. We're going to let you stew in your own juices before we take you further into the captivating world of Hyrule. You won't run out of things to do and see in the next couple of weeks, so be prepared for the next installment our exclusive strategy guide. See you then!



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by Pat Reynolds

loved the original Bushido Blade and awaited the sequel with much anticipation. I am very happy to tell you that Bushido Blade 2 has all of the action of the original and then some, with a dozen new characters, new stances, more powerful throwing weapons and diverse locales in which to battle. Square has even added a Kendo arena for multi-player tourneys and given the single-player mode much-needed replay value with the hidden characters it unlocks. The sequel has a better control scheme, deeper technique and is graphically superior to the original game in every way. I hope this strategy guide will help you squeeze as much

enjoyment out of playing
Bushido Blade 2 as possible.

December 1998 TIPS 3, TREGES

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Techniques

The characters in *Bushido Blade 2* are split into two schools of sword fighting: the Meikyo School and the Shainto School. The Meikyo School is composed of familiar characters from *Bushido Blade*, while the rival Shainto consists of all new warriors. Each school begins with three characters. New characters must be earned in the single-player Story Mode. In the course of each fighter's quest, control will change to a secondary character at certain points. If you keep the secondary character alive through a wave of Ninja attacks and a main warrior battle, that fighter becomes selectable for future games. You have to beat the game with nearly every character and support character in order to unlock all of the hidden warriors.

Every character is proficient with a certain weapon or weapons. When using that weapon, new techniques like throws, special stances and combo attacks are available. Later in this guide I'll run through all of the characters and list their proficiencies; keep these in mind when choosing a character and weapon, as it's always best to use a character's favored weapon for maximum effectiveness. There is no longer a button specifically for blocking. Instead, the regular attack buttons (× + O) are used for blocking. Perfect blocks occur when an attack initiated with the × button is blocked by pressing O or an attack with O is blocked with ×. After a perfect block, the attacker is often momentarily disoriented and the blocker can respond with a quick counterstrike. Attacks initiated with × can be blocked with ×—and O attacks blocked with the O button—but this

often results in the blocker being thrown off-balance or even disoriented long enough for the attacker to land a fatal blow, especially if the attacker is using a more powerful weapon.

Bushido Blade 2 allows some characters to perform Death Blows when using certain weapons. This is done by pressing ← + × while next to the opponent. After the animation has started, the character being attacked has a chance to block it by tapping ○ quickly. If unblocked, these moves are always fatal.

Several Meikyo School members have the ability to use a double-sword stance when using certain weapons. Likewise, some Shainto School

members have mastered the art of Aido, the technique of the single-slash kill which begins and ends with a sheathed weapon. Because the Meikyo School members use their throwing weapon as the second sword for the double-

sword stance, they lose the ability to use this stance if they throw the second weapon, have it knocked away, or if the opponent cripples the left arm.

Shainto School members cannot use throwing weapons or pick weapons up from the ground while in the sheathed sword stance, and are unable to use the special stance if their arm is crippled.

The infamous 100-Ninja Chambara Mode has returned, and once again it is the means of unlocking the insidious gun-toting Katze, as well as a machine gun-wielding female character who I believe to be the boss character Tsubame from *Bushido Blade*. Both characters are selectable in Vs. Mode after completing Chambara Mode in under 15 minutes with a Shainto School member for Katze and with a Meikyo School member for the Tsubame. If you die, an additional 30 seconds is tacked onto your time, making this no easy feat. I recommend using a character that has the "Ninja run" ability. These characters have a very fast running slice attack that is great for cutting a path through those Ninja in record time. Chambara Mode itself is hidden and must be activated by earning all of the secondary characters in the Story Mode.

Weapons

Long Sword

This weapon plays a lot like the long sword from Bushido Blade. It seems to have been sped up a bit, offering some interesting special attacks when in the right hands. Also, Hotarubi and the Highwayman can use the Double Sword Stance with

this weapon. Its short range is compensated by the fact that it is the fastest weapon in the game.

Overhead Stance	
Overhead Strike	→ + O
Quick Head Strike	\rightarrow , \rightarrow , \bigcirc
Overhead Strike into Slash	O, X
Overhead Strike into Slash, Fake Spin Slash	O, ×, ←
Overhead Strike into Slash, Fake-out Step In	O, ×, →
Overhead Strike into Slash, Overhead Finish	O, ×, → + O
Overhead Strike into Slash, Spinning Overhead Strike	O, ×, ← + O
Side Slash	→ + ×
Lunging Side Slash	\rightarrow , \rightarrow , \times
Double Side Slash	×,×
Double Side Slash into Overhead Strike	X, X, O
Side Slash into Crouching Stab	×,0
Side Slash, Crouching Stab into Overhead Strike	X, O, O

Middle Stance	
Quick Head Strike	→ + O
Lunging Stab	\rightarrow , \rightarrow , \bigcirc
Overhead Strike into Rising Slash	O, X
Overhead Strike, Rising Slash into Lunging Stab	O, ×, → + O
Lunging Slash	→ + ×
Lunging Low Slash	\rightarrow , \rightarrow , \times
Side Slash into Spin Slash	X, X
Side Slash into Double Spin Slash	X.X.X

Stepping Overhead Strike	→ + O
Stepping Rising Slash	→ + ×
Double Rising Slash	×,×
Double Rising Slash into Step In	×, ×, →
Double Rising Slash into Step Back	×, ×, ←
Double Rising Slash into Overhead Slash	×, ×, → + ○
Double Rising Slash into Staggered Overhead Strike	×, ×, ←+0

Nodachi

The longest sword in the game, the nodachi has great range and is faster than the two polearms offered. It is slower than the katana but more graceful than the broadsword.

Overhea	ad Stance	
- 100	Lunging Overhead Strike	→ + O
	Double Overhead Strike	0,0
	Double Overhead Strike into Backstep Stab	0,0,←+0
	Double Overhead Strike into Side Slash	0, 0, ×
Overhead	Strike, Side Slash into Power Overhead Strike	0, ×, 0
Spinning	Side Slash	→+×
Side Slas	h into Overhead Strike	×, 0

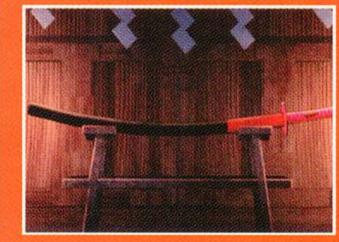
Forward Stance	A STATE OF THE STA
Lunging Stab	→+0
Triple Strike	0, ×, 0
Overhead Strike into Double Spin Slash	0, x, x
Low Slash	→ + ×
Side Slash into Overhead Strike	×, O
Double Side Slash into Spin Fake	×, ×, →
Double Spin Slash into Stab	$\times, \times, \rightarrow + 0$

Back S	tance	
4	Lunging Overhead Strike	→ + O
	Low to High Strike	→ + ×
	Low to High Slash, Overhead Strike into Back Leap	×, ○, ←
	ligh Slash, Overhead Strike, k into Lunging Low Slash	×, ○, ← +×
	High Slash, Overhead Strike to High Slash	\times , \bigcirc , \rightarrow + \times

Specials (any stance)	
Lunging Stab	→ + R2, ○
Lunging Low Slash	→ + R2, ×
Lunging Low Slash into Overhead Strike	→ + R2, ×, ○









Bushido Blade 2



Yari

The yari is the polearm weapon of the Shainto School. Its range and speed are comparable to the naginata, but the technique relies more on stabbing attacks than slashes.

Overho	ead Stance	
942	▲ Rising Stab	→ + O
of a second	Advancing Stabs	→, →, ○
	Stab into Rising Stab	0,0
THE REAL PROPERTY AND ADDRESS OF THE PERTY ADDRESS OF THE PERTY ADDRESS OF THE PERTY AND ADDRESS OF THE PERTY AND ADDRESS OF THE PERTY	Stab into Rising Stab, Delayed Stab	0,0,←+0
Three-P	oint Stab	$0,0,\rightarrow +0$
Four-Po	int Stab	$0,0,\rightarrow+0,0$
Stab, Lo	w Slash into High Stab	O, X, O
Double	Spin Slash	→ + ×
Triple Spin Slash		\rightarrow , \rightarrow , \times
Double	Side Slash	X,X
Double	Side Slash into Overhead Strike	×, ×, 0

Middl	e Stance	
100 (100 (100 (100 (100 (100 (100 (100	Double Advancing Stab	0,0
Char	Lunging Stab	\rightarrow , \rightarrow , \bigcirc
	Double Advancing Stab into High Stab	0,0,→+0
-	Double Advancing Stab into Fake-out Step In	0,0,→
Double	Advancing Stab into Low Stab	0,0,←+0
Double	Advancing Stab into Fake Low Stab Back Step	0,0,←
Double Advancing Stab into Slash		0, 0, ×
Triple Spinning Low Slash		\rightarrow , \rightarrow , \times
Slash into Double Stab		X, O, O

Low St	ance	
	▲ Low Stab into Rising Stab	→, →, ○
	Double Stab	0,0
	Double Stab into Spin Slash	O, O, X
-	Double Stab into Lunging Stab	0,0,←+0
Double !	Stab into Hopping Stab	0,0,→+0
Low Sta	b, Spinning Slash, Middle Stab	0, x, 0
Advanci	ng High to Low Strikes	\rightarrow , \rightarrow , \times
Double !	Spinning Slash	×,×
Double !	Spinning Slash into Spin Fake	×,×, →
Spin Sla	sh into Double Overhead Strike	×, 0, 0
Spinning	g Slash Frenzy	$\times, \times, \rightarrow + \times$

Specials (any stance)	
Lunging Rising Stab	→ + R2, ○
Helicopter Spin Slash	→ + R2, ×

Naginata

Usable only by Meikyo School members, the Naginata has a slow attack speed but is the ultimate keep-away weapon with its long range and excellent blocking ability.

Overh	ead Stance	
Triple 5	Slash	×, O, ×
Overhe	ead Strike into Stab	0,0
Overhe	ead Strike into Double Stab	0, 0, → + 0
Double	Overhead Strike	0, → + 0
	Lunging Overhead Strike	→ + O
	Lunging Stab	\rightarrow , \rightarrow , \bigcirc
1	Sidestep Strike	↑ or ↓ +×
44	Spinning Slash	\rightarrow , \rightarrow , \times
	Low Slash	→ + ×

Stance	
Pole Strike	0
Pole Strike into Overhead Strike	0,0
Pole Strike into Low Slash	O, X
Side Slash into Overhead Strike	X, O
sh	→ +×
Slash	×,×
Slash into Forward Step	×,×, →
Slash into Backward Step	×, ×, ←
Slash into Backward Step Slash	×,×, ←+×
Slash into Low Slash	$\times, \times, \rightarrow + \times$
Strike	↑ or ↓ +×
	Pole Strike Pole Strike into Overhead Strike Pole Strike into Low Slash Side Slash into Overhead Strike sh Slash Slash Slash into Forward Step Slash into Backward Step Slash into Backward Step Slash Slash into Low Slash

Sideste	p Strike	↑ or ↓ + ×	
Forwa	rd Stance		
	Overhead Strike	→ + O	
	Triple Stab	0,0,0	
- 100	Triple Stab into Lunging Stab	0,0,0,→,0	
-	Triple Stab into Step	0,0,0,→	
Lungin	g Stab	→, →, ○	
Double	Low Slash	×,×	
Low Sla	ash	\rightarrow , \rightarrow , \times	
Low Sla	ash into Overhead Strike	\rightarrow , \rightarrow , \times , \bigcirc	
Sideste	p Low Slash	1 or ↓ + ×	
Low Sla	ash into Overhead Spinning Slash	×, → + ○, ×	

Specials (from any stance)	
Overhead Spinning Slash	→ + R2, ×
Lunging Low to High Strike	→ +×



Katana

The weapon of choice for the discerning Samurai warrior, the Katana combines its fast speed with good range and slashing power to make it the most balanced weapon in the game. Pretty much every character is comfortable with this

blade, although few have mastered its intricacies. Note: The moves listed for the Sheathed Sword Stance and the Double Sword Stance apply also to the long sword with characters who use special stances with that weapon.

-	Overhead Strike	→ + O
	Lunging Overhead Strike	\rightarrow , \rightarrow , \bigcirc
	Overhead Strike, Rising Slash into Low Spin Slash	0, x, x
	Side Slash	→ + ×
ar form	Double Side Slash into Overhead Slash	×, ×, 0
Swift	t Side Slash	\rightarrow , \rightarrow , \times

Middle Stance	
Overhead Strike	0
Step into Overhead Strike	→ + ○
Low to High Slash	→ +×
Double Low to High Slash into Overhead Strike	×,×,0
Low to High Slash into Double Overhead Strike	×, 0, 0
Low to High Slash, Overhead Strike into Low Slash	×, 0, ×

ard Stance	
g High Blow	→ + ○
ead Strike, Side Slash into Overhead Final	0, ×, 0
Lunging Stab	\rightarrow , \rightarrow , \bigcirc
Double Spin Slash	×,×
Triple Spin Slash	×,×,×
Side Slash	→ +×
Lunging Side Slash	\rightarrow , \rightarrow , \times
	g High Blow ead Strike, Side Slash into Overhead Final Lunging Stab Double Spin Slash Triple Spin Slash Side Slash

Double Sy	vord Stance	
Wi	ndmill Slash	O, ×
Wi	ndmill Slash into Stab	0, ×, ×
Tri	ple Windmill Slash	0, x, 0
Sta	ab into Overhead Strike	×, 0
Sta	ab, Overhead Strike into Stab	×, 0, 0
Stab into D	ouble Overhead Strike	×, 0, ×
Double Stal		×,×
Double Stal	into Overhead Strike	×,×, 0
Double Stal	into Back Step	×, ×, ←
Double Stat	into Forward Spin Step	×,×, →
Double Stab,	Back Step into Lunging Two-Sword Stab	×, ×, ←, ×
Double Stat	o, Forward Spin Step into Stab	$\times, \times, \rightarrow, \times$

Sheathed Sword Stance	
Lightning Overhead Strike	0
Lightning Overhead Strike into Stance Change	→+○
Lunging Lightning Overhead Strike	→, →, ○
Lightning Middle Slash	×
Lightning Middle Slash into Stance Change	→ +×
Lunging Lightning Stab	\rightarrow , \rightarrow , \times
Lightning Leg Slash	←+×
Lightning Triple Slash	1 +×
Lightning Spinning Slash	↓ + ×

Specials (any stance except Special stances)	
Leaping Overhead Strike	→ + R2, ○
Lunging Low Slash	→ + R2, ×
Lunging Low Slash into Overhead Strike	→ + R2, ×, ○

Broadsword

Trading gracefulness for raw power, the broadsword is the weapon of choice for the purely offenseminded warrior.

High S	itance
Double Overhead Strike	0,0
Double Overhead Strike in	to Stab ○, ○, →, ○
Double Overhead Strike in	to Side Slash O, O, X
Overhead Strike into Risin	g Strike O, ×
Overhead Strike, Rising Strike, Over	erhead Final O, X, O
Side Slash into Overhead Strike	×, O
Spinning Side Slash	→ + ×
Lunging Overhead Strike	→ + ○

→+0
0, ×, ×
O, X, O
→ + ×
×, ×, → + ○
ke ×,×,→

Back S	Stance	
	Overhead Strike	→ + ○
	Quick Triple Strike	0, x, 0
A-	Double Low Slash into Overhead Strike	×, ×, 0
Double Spin Slash into High Spin Slash		$\times, \times, \rightarrow + \times$
Double	Spin Slash into Spin Slash Fake	×, ×, →

Specials (from any stance)	
Lunging Low Stab	→ + R2, ○
Lunging Low Slash	→ + R2, ×

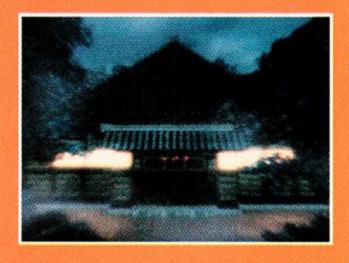






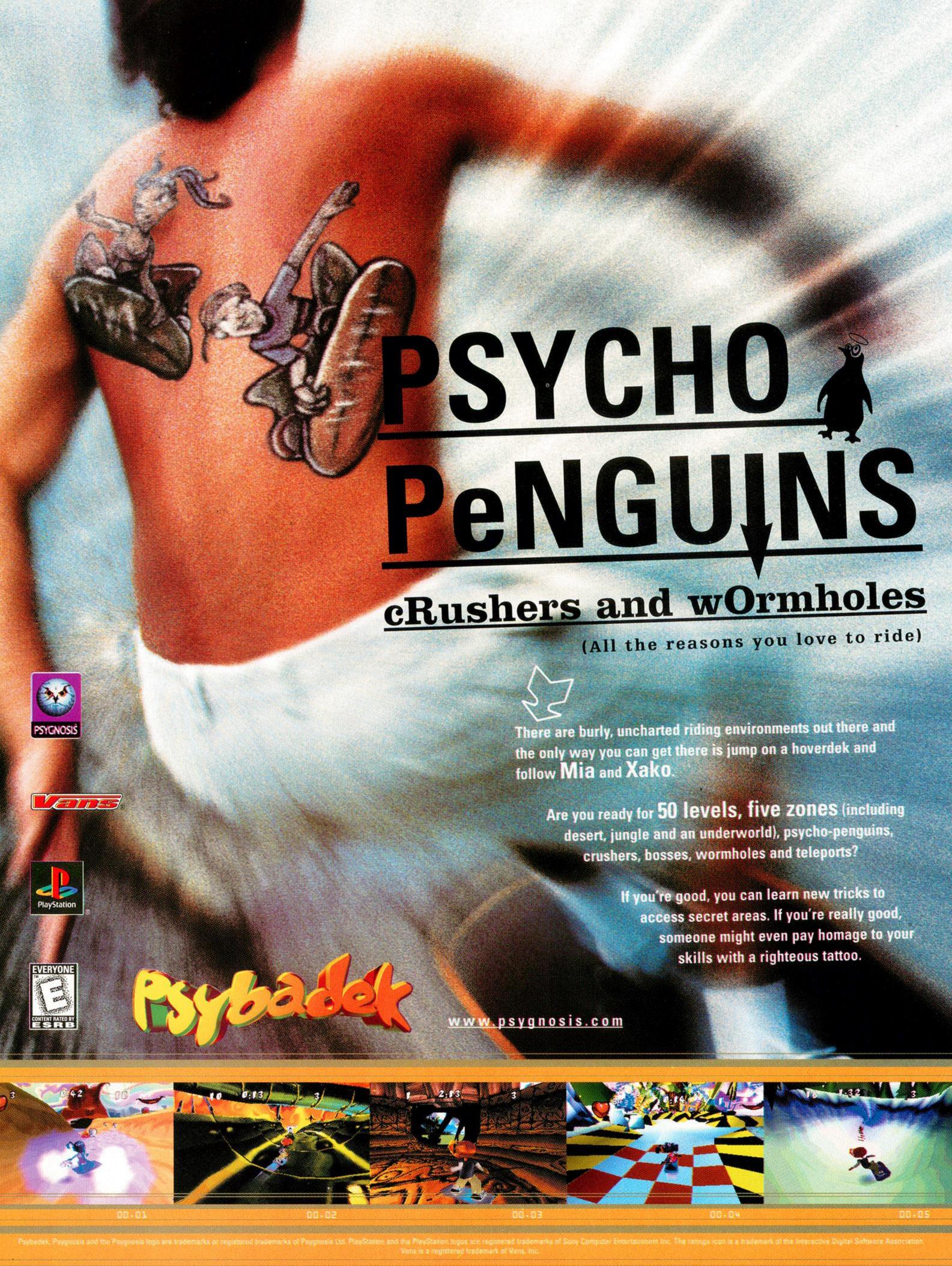










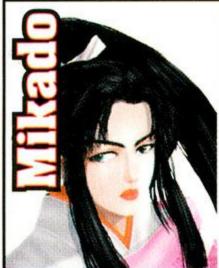


Bushido Blade 2



Cherecters

This section will help you put together the most lethal combination of character and weapon. I've listed all of the information you need to know about each character, plus any special attacks they have with certain weapons. Some special attacks that I have listed for a certain weapon also work with other weapons. For example, Tatsumi's Windup combo works with the broadsword, nodachi and long sword as well as the katana. Some characters have the ability to run very quickly and perform a lethal running slash. I call this the "Ninja run" and have listed it in the Special Stance section of the affected characters.



Best Weapon	Naginata, Long Sword	
Throwing Weapon	Knives (x2)	
Double Throw	R2, O, C	
Death Blow	← + × with Naginata	
Special Stance	None	
Secondary Characters in	Story Mode	Suminagashi, Sazanka
Special Attack w/Na	aginata (Over	head Stance)
Rolling Leg Strike	←, →, ×	
Special Attack w/Lo	ng Sword	
Leaping Uppercut	→ + R2, ×	



Best Weapon	Katana, Nodac	nı	
Throwing Weapon	Katana (x1); fatal if direct hit		lirect hit
Death Blow	← + × with Katana		
Special Stance	Double Sword Stance with Katan		e with Katana
Secondary Character	in Story Mode	Tatsu	ımi
Special Attacks w/K	Catana	te in the	
Stepping Overhead S	trike	→ ,	←, ○
Stepping Double Ove	rhead Slash	→,·	←, O, ×
Wind-up into Slash Fi	renzy	+,·	→ + (), (), ×, (),)
Stab Frenzy (Double Swe	ord Stance)	++	×
Double Sword Stab Fre	nzy (Double Sword Sta	nce)	←+×,○

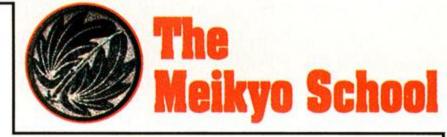


Dest weapon	icacaira			
Throwing Weapon	Katana	(x1); fata	al if di	rect hit
Death Blow	None			
Special Stance	Double Sword Stance with Katana			with Katana
Secondary Characters i	n Story Mo	ode	Sumi	nagashi, Kannuki
Special Attacks w/l	Catana (o	verhead :	Stance	THE PARTY OF
Stepping Overhead S	trike	→, ←	,0	
Stepping Double Sla	sh	→, ←	, O, X	
Lunging Side Slash		→, ←	, ×	
Special Attack w/A	ny Weap	on		
Sword Throw into Leap	ing Overh	ead Strik	e	R2, O, O



Best Weapon	Katana, Long Sword	
Throwing Weapon	Shuriken (x5)	
Double Throw	R2, O, O	
Death Blow	← + × with Nodachi	
Special Stance	Ninja Run	
Secondary Characters	in Story Mode	Tatsumi, Hotarubi
Special Attacks w/	Katana	A STATE OF THE STA
Rolling Leg Slash (M	iddle Stance)	←, →, ×
Leaping Uppercut		→ + R2, ×
Special Attack Wh	ile Running	这是一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个
Ninjitsu Running Lig	htning Strike	×

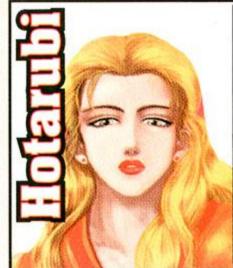




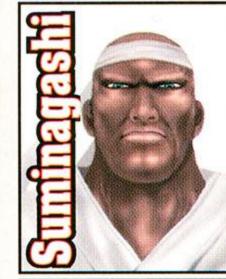
Best Weapon	Broadsword,	Katana
Throwing Weapon	Iron Fan (x1)	
Death Blow	←+× with a	ny weapon
Special Stance	None	
Secondary Characters i	n Story Mode	Hotarubi, Matsumushi



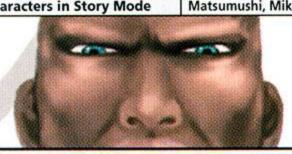
Best Weapon	Katana, Long Sword, Broadsword	
Throwing Weapon	Sword (x1); fatal if direct hit	
Death Blow	None	
Special Stance	Double Sword Stance with Katana	
Secondary Characters in	n Story Mode	Night Stalker, Utsusemi
Special Attacks w/	Katana	
Stepping Overhead S	Slash	→, ←, ○
Stepping Double Ov	erhead Slash	→, ←, O, X
Lunging Side Slash		→, ←, ×
Wind-up into Slash F	renzy	←, → + O, O, X, O, X
Leaping Uppercut		→ + R2, ×
Special Attack w/A	ny Weapon	
Sword Throw into Lea		Strike R2. O. O



Long Sword, Broad Sword	
Short Sword (x1); fatal if direct hit	
← + × with Broad Sword	
Double Sword Stance with Long Sword, Ninja Ru	
in Story Mode	Kannuki, Night Stalker
oadsword & Long	Sword (Overhead Stance)
Leaping Uppercut	
	←, →, ×
Strike	→, ←, ○
verhead Strike	→, ←, O, ×
Any Weapon	
ping Overhead S	trike R2, O, O
ile Running	
ghtning Strike	X
֡	Short Sword (+ × with Br Double Sword Star in Story Mode padsword & Long Strike yerhead Strike Any Weapon ping Overhead Strike Running



Best Weapon	Nodachi	
Throwing Weapon	Smoke Bomb stuns oppone	s (x2); momentarily
Death Blow	← + × with Nodachi, Naginata, Broad Sword, Long Sword	
Special Stance	None	Constitution of the consti
Secondary Characters i	n Story Mode	Matsumushi, Mikado





Best Weapon	Nodachi	
Throwing Weapon	Knives (x2)	AND THE PARTY
Double Throw	R2, O, O	
Death Blow	← + × with No Sword, Nagina	
Special Stance	None	
Secondary Character	in Story Mode	Mikado





Shainto School



Best Weapon	Katana	
Throwing Weapon	Knives (x2)	
Double Throw	R2, O, O	
Death Blow	← + × with K	atana, Nodachi, Yari
Special Stance	Sheathed Sword Stance with Katar	
Secondary Characters i	n Story Mode	Isohachi, Chihiro

Back Step Fake-out	← +○
Back Step into Double Slash	←+0,0
Back Step into Lunging Slash	←+0,×
Slash Frenzy into Stab Finish	←+×, ○
Double Spinning Slash	→, ←, ×



Best Weapon	Katana, Yari					
Throwing Weapon	Short Sword;	d; can be fatal if direct hit				
Death Blow	←+× with Y	'ari				
Special Stance	Sheathed Sw	ord Stance with Katana				
Secondary Characters i	in Story Mode	Highwayman, Utamarı				
Special Attacks w/l	Katana (Middl	le Stance)				
Back Step Fake-out		←+○				
Back Step into Doub	le Slash	← + ○ , ○				
Back Step into Lungi	ng Slash	←+0,×				
Double Spinning Sla	sh	→, ←, ×				
Rolling Stab		←, →, ○				
Somersault Slash	STATE LAND MILES	→ + R2, ×				
Special Attacks w/	Yari					
Triple Advancing Sta		(+, →, 0				
Special Attacks w/		THE PARTY OF THE P				

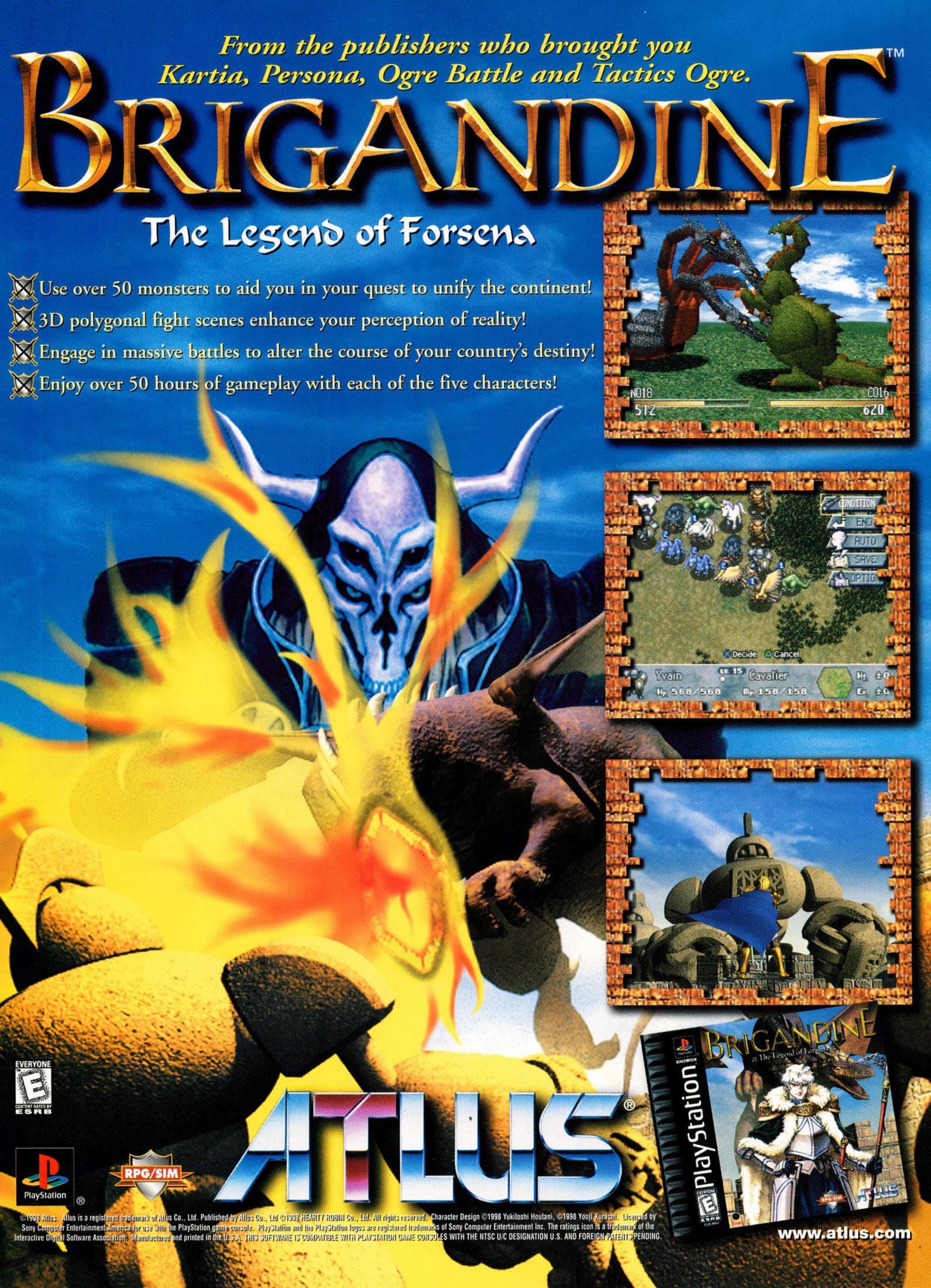
Dirt Cheap (must perform on throwable ground, i.e. sand, dirt, water)











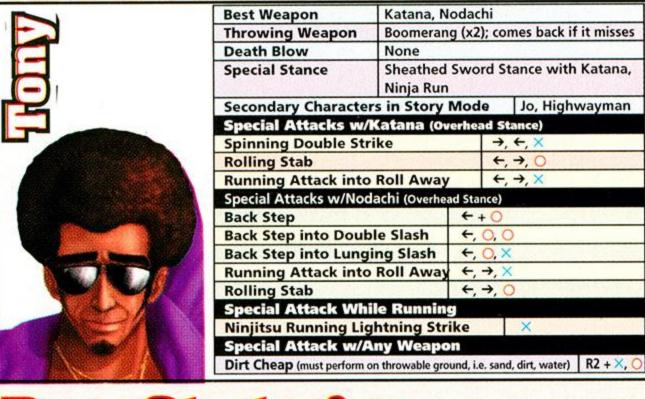
Bushido Blade 2



Best Weapon	Long Swor	d			
Throwing Weapon	Jitte (x1)	Time.			
Death Blow	None				
Special Stance	None	re log			
Secondary Characters	s in Story Mo	de	Tony, Hongo		
Special Attacks w/L					
Back Step		+.	+0		
Back Step into Doubl	e Slash	+,	0,0		
Back Step into Lungi	ng Slash	+,	O, X		
Rolling Stab		+,	→, ○		
Somersault Slash		→ ·	+ R2, ×		
Running Attack into	Roll Away	+,	→, ×		
Special Attacks w/A					
Dirt Cheap (must perform o		, i.e. sand	d, dirt, water) R2 +		

Best Weapon	Nodachi		d y a b				
Throwing Weapon	Scream and Strike (x2); turns into Scream and Cough after second use						
Death Blow	← +× with Lon	← + × with Long Sword, Yari, Bro					
Special Stance	None						
Secondary Characte	ers in Story Mo	de	Hongo	, Gengoro			
Special Attacks w	/Nodachi						
Rising Slash		++	×				
Slash Frenzy into St	tab Finish	++	×, 0				
Special Attacks w	/Any Weapon						
Dirt Cheap (must perform	on throwable ground, i	.e. sand,	dirt, water)	R2 + X, C			
Scream and Attack				R2, O, C			

Best Weapon	Katana, Yari	
Throwing Weapon	Axe (x1); fatal if d	lirect hit
Death Blow	← + × with any w	eapon
Special Stance	None	
Secondary Characters	s in Story Mode	Isohachi, Jo











Boss Strategies

Katze & Tsubame

If you play the Story Mode as a member of the Meikyokan, you'll face Katze as a mid-boss. If you play as a Shainto member, you'll square off against the M-60-toting Tsubame. There are two problems to overcome when facing these annoying characters. First, one hit from their guns is almost always fatal, and second, they are the best blockers in the game. Your guess is as good as mine as to how Katze can fend off blow after blow from a broadsword with that little pistol of his, but he does it. I have two methods of dealing with this pair. The easiest way is to run around avoiding the gunfire and try to ram into them, knocking them to the ground, then follow up with a quick Overhead Slash to finish the job. I know, it's cheap and probably violates every rule of fair play in the Warrior's Code, but on the other hand, I'm not the one who brought a gun to a sword fight, am I? The second method is to run around in circles waiting for them to crouch or aim to shoot, then move in from the side and attack while they are shooting.



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The Meikyo School Master

If you play the Story Mode as a member of the Shainto School, you'll face this boss at the end of the game. He is very easy to hit, but he has an annoying trick up his sleeve: Every time you land a blow, he teleports away unharmed. He is also extremely quick and uses fast combos to attack. Stay on your toes and attack him when it's safe. You'll notice that each time he teleports the distance he puts between you and him gets shorter. Eventually, after about a dozen hits or so, he'll be teleporting to within striking range. To finish the job you'll need to use a combo attack so that the first hit causes him to teleport and the second, third or fourth hits land right as he reappears. Gengoro's Slash Frenzy is a good finisher for this boss. The best weapon to use against him, though, is the yari, with its many advancing stab attacks.

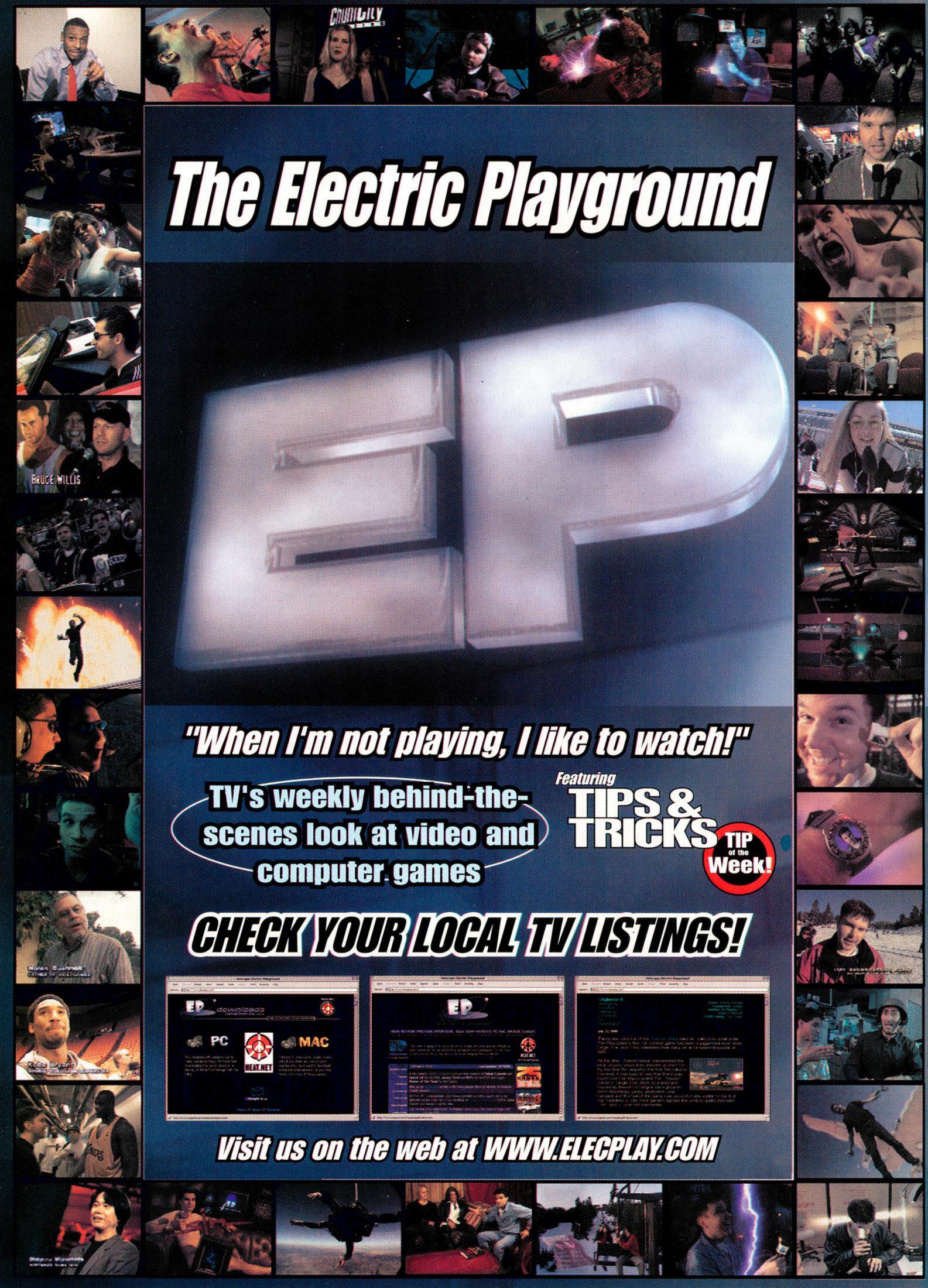




The Shainto School Master

If you play the Story Mode as a member of the Meikyo School, you'll face this boss at the end of the game. Here's where honor goes out the window: To beat this guy, you have to stab him in the back. There's just no way around it. He is wearing a suit of armor that deflects any attack you can muster from the front or even the side. In fact, there is only a single weak spot on his body—the crest on the middle of his back. For some unfathomable reason, if you run around him long enough he'll just stand still and let you whack him in the back. Any weapon will do the job, but I prefer a sword since a good Overhead Slash seems to do the trick nicely.







Chambara Mode Strategy

Chambara Mode challenges you to face 100 Ninja of increasing difficulty in order to unlock some hidden characters. The katana is the default weapon for this mode. You'll get the gun characters if you beat it in under 15:00; you'll access Katze if you play as a Shainto warrior and Tsubame if you play as a Meikyo member. You can continue as many times as you need to, as long as you beat all 100 Ninja in the time limit. If you continue, however, 30 seconds are added to the time clock. My best time is 12:27; the easiest way to do it is to pick Night Stalker, Hotarubi or Tony, since these characters have the Ninja run ability with the fast slash. Of the three, Tony is the best overall because of his ability to use

the Sheathed Sword Stance and other special attacks with the katana. I've heard rumors of two additional secret characters, which can be unlocked by beating Chambara Mode without continuing. The Ninja attack in waves of ten, the first nine being identical warriors with the same attack followed by a boss. The general strategy is this: Know the attacks of the Ninja you are facing, then wait outside of the range for the attack to come. As soon as it does (if it's a combo, wait for the last swing to finish) step in and strike fast. Characters with the Sheathed Sword katana stance are great for this challenge.

Here is a breakdown of the Minja you'll face:



(1-9) Wave 1: Red Ninja
Attack: Slow Overhead Slash



Ninja Master
Attacks: Overhead Slash, Stepping

Overhead Slash



(11-19) Wave 2: Green Ninja Attack: Side Slash





(21-29) Wave 3: Dark
Blue Ninja
Attacks: Quick Side Slash, Over-

head Strike into Rising Slash



(30) Boss 3: Blue Female
Ninja Master
Attacks: Overhead Slash, Stepping

Overhead Slash, Quick Head Strike



Purple Ninja
Attacks: Overhead Slash,
Double Side Slash



Attacks: Stepping Overhead Slash,

(40) Boss 4: Purple
Ninja Master
Attacks: Lunging Low Slash,

Stepping Side Slash



Black Ninja Attack: Stepping Side Slash



Ninja Master
Attacks: Lunging Low Slash, Lunging
Mid Stab



(51-59) Wave 6: Yellow Female Ninja Attacks: Overhead Slash, Double Side Slash into Overhead Slash



(60) Boss 6: Yellow Female
Grand Master
Attacks: Double Side Slash into Power-



(61-69) Wave 7: Purple Female Ninja Attacks: Side Slash, Overhead

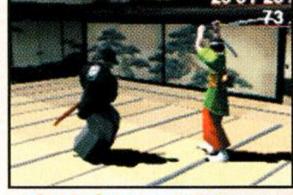
Strike into Rising Slash into Spin-

ning Low Slash

(70) Boss 7: Purple Female
Grand Master
Attacks: Lunging Low Slash, Over-

head Strike into Rising Slash into

Spinning Low Slash, Fast Side Slash



(71-79) Wave 8: Green Female Ninja

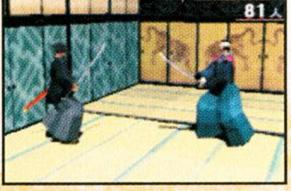
ful Overhead Strike, Lunging Stab, Overhead Slash

Attacks: Double Side Slash into Overhead Strike, Overhead Slash, Overhead Strike into Rising Slash into Spinning Low Slash



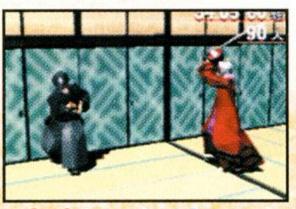
(80) Boss 8: Blue Ninja Grand Master

Attacks: Lunging Head Strike, Lunging Low Slash, Lunging Stab, Lunging Slash



(81-89) Wave 9: Purple Ninja

Attacks: Lunging Head Strike, Lunging Side Slash



(90) Boss 9: Crimson Female Grand Master

Attacks: Lunging Side Slash, Quick Overhead Strike, Running Slash, Overhead Slash into Rising Slash into Spinning Low Slash



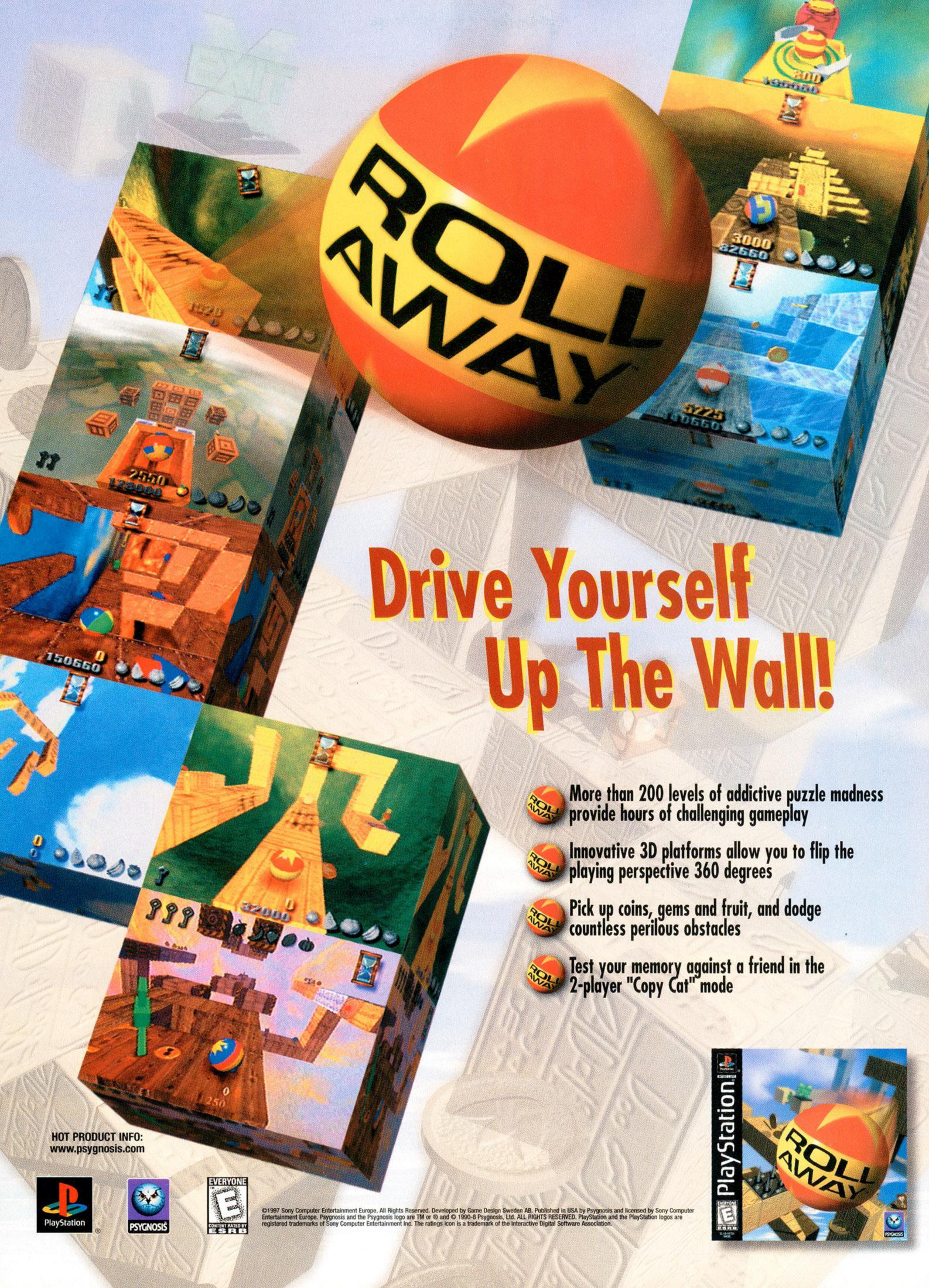
(91-99) Wave 10: Ninja Masters

Attacks: Everything listed so far



(100) Ultimate Ninja Master

Attacks: Kind of disappointing, really.
He uses pretty much everything
you've seen and runs around a lot
but can be easily dispatched with patience and timing.





TEND THE



PROJECT PHANTASMA by Pat Reynolds

rmored Core has become a sleeper hit with a large following, and I am proud to count myself as a member of the legion of Core fans. From Software has just given us another taste of the world of Armored Core with this title. Essentially an expansion of the original game, Armored Core: Project Phantasma delivers 17 all-new single player missions, the new Arena Mode in which 49 opponents can be challenged and defeated-plus all of the multiplayer goodness from the original and then some. This guide will help you blast your way to top ranking in the Arena, and give you all of the information and strategies you'll need to make use of the

awesome new weapons and parts in the game.

For me, the best part of Armored Core has always been the Versus Mode—building a killer Core and taking it into the arena against another human player. Project Phantasma has added what amounts to a single player Versus option in the Arena Mode. You get to go mano-amano against 49 machines of destruction, earning top dollar and new parts for your Core as you progress. I had a

blast playing through this new mode, and I learned some new tricks to help make it a bit easier. First, evaluate your opponent and pick your arena wisely. If your enemy is slow and uses heavy weaponry with a slow firing rate, choose an open area where you can circle strafe him to death. By far the hardest opponents to defeat are the ones who take to the air and rain death down on your head as you struggle to aim and target them. By selecting the underground cavern area for your battles with them, you effectively take away their ability to fly around, leveling the playing field. It can spell the difference between victory and ending up a pile of smoking scrap metal. Secondly, make good use of that unbeatable Core you have saved on a memory card from the original game. If you have the Karasawa rifle (a hidden part) from the original Armored Core, it will help you chew your way through the first dozen or more opponents. Some of the new parts you earn along the way are indispensable as well—be sure to adjust your Core to make use of these powerful weapons as they fall into your lap. I recommend playing through the Arena Mode in its entirety before tackling the 17 new single-player missions offered. While these missions are nowhere near as challenging as the first game, playing through them with the new weapons and gear earned in the Arena is well worth the time spent. One last thing: When you have completed Arena Mode, you have at your disposal the means to create the ultimate Versus Mode save

file, you should have enough cash at hand to purchase nearly every single part in the game! This lets you easily refine and change your Core from the comfort of the Versus Mode screens without having to make those annoying trips back into Scenario Mode to swap parts. The following chart breaks down every Arena Mode opponent for your perusal, including rewards and which weapon types they use. AC Type refers to the leg class each Core uses. If a Core uses the Moonlight laser blade or the Karasawa laser, I've included those by name, as they are two of the deadliest weapons in the game. The difficulty ratings are based on an expert player starting from scratch with the default Core and using winnings or new parts to upgrade as needed. (Note: The weapons classified as "lasers" in the original Armored Core are now called "plasma" and vice versa, in the version of AC:PP I played. Also, under "Reward" an asterisk denotes the receipt of a special part or weapon along with the monetary prize for that battle).



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Armored Core

	Pilot	A.C.	Reward	A.C. Type	Weapon	Difficulty
49	Danger	Wasp	6,000c	Humanoid	Rifle	1
48	Luke	Evader	7,000c*	Tank	Dual Missile	1
47	Roach	Dragon Fly	8,000c	Quad Leg	Laser Cannon	1
46	Thorn	Black Rose	9,000с	Humanoid	Machine Gun	2
45	Snake	Broken Heart	10,000c	Reverse Joint	Machine Gun	1
44	Killer Rabbit	Hopper	12,000c*	Humanoid	Machine Gun	2
43	Salamander	Back Fire	14,000c	Reverse Joint	Machine Gun	3
42	Gear Crusher	Anti-Tank	15,000c	Tank	Dual Missile	1
41	Neptune	Pisces	18,000c	Reverse Joint	Machine Gun	2
40	Shaman	Desert Wind	19,000c	Humanoid	Sniper Rifle	2
39	Hilda	Trick or Treat	20,000c	Quad Leg	Small Missile	1
38	Icarus	Super Nova	21,000c*	Tank	Hand Gun	2
37	Artillery	Mine Layer	22,500c	Quad Leg	Machine Gun	3
36	Slugger	Grand Slam	23,000с	Humanoid	Gatling Gun	3
35	Nobody	Slash Goat	24,000c	Tank	Bazooka	2
34	Gunner	Diamond Arm	25,000c	Reverse Joint	Rifle	2
33	Striker	Attack Hawk	26,000c	Quad Leg	Chain Gun	3
32	Death Leader	Grim Reaper	28,000c	Tank	Small Rocket	2
31	Spike	SMT	30,000c*	Tank	Machine Gun	2
30	Brutus	Backstab	32,000c	Humanoid	Small Missile, Sniper Rifle	5
29	Jester	Majesty	33,000с	Humanoid	Small Missile, Pulse Cannon, Machine Gun	5
28	Rough Neck	Dual Terror	34,000c	Humanoid	Gatling Gun, Missile	7
27	Darwin	Evolution	36,000c	Tank	Grenade Launcher, Triple Misslie, Cannon	3
26	Executioner	Hell Bent	38,000c	Humanoid	Cannon, Chain Gun, Laser	5
25	Death Master	B.H.I.	40,000c*	Humanoid	Pulse Rifle, Rocket, Laser	5
24	Eagle	Speared Star	41,000c	Humanoid	Pulse Rifle, Slug Gun, Small Missile	2
23	Fire Crest	Glorious	42,000c	Reverse Joint	Rocket, Slug Gun, Dual Missile	4
22	Sundown	Spider	44,000c	Quad Leg	Machine Gun, Plasma Canon, Dual Missile	3
21	Eliminator	Swordsman	46,000c	Humanoid	Hand Gun, Chain Gun, Small Rocket, Blade	5
20	Bruiser	Charger	47,000c	Reverse Joint	Plasma Cannon, Linear Gun, Large Rocket	5
19	Burn	Flamer	49,000c	Humanoid	Plasma Cannon, Rocket, Large Missile	5
18	Sadistic	Scorpion v1.0	51,000c*	Quad Leg	Moonlight, Plasma Cannon, Bazooka, Multi-Missile	6
17	Gepard	Panzern IV	52,000c	Tank	Cannon, Grenade Launcher (x2)	7
16	Dill	Pickle	54,000c	Humanoid	Karasawa, Chain Gun, Moonlight, Large Rocket	7
15	Slick	Triple Hunter	56,000c	Tank	Plasma Cannon, Dual Missile	5
14	Psychotic	Scorpion v2.0	62,000c	Quad Leg	Plasma Cannon, Dual Missile	4
13	Seeker	Mobile Hunter	70,000c	Reverse Joint	Cannon, Multi-Missile	9
12	Panther	Panzern V	75,000c	Tank	Cannon, Laser Cannon, Large Rocket	6
11	Rabid	Green Dog	81,000c	Humanoid	Machine Gun, Multi-Missile, Laser Cannon	5
10	Demise	Scorpion v3.0	90,000c*	Quad Leg	Grenade Launcher, Laser Cannon, Cannon	6
9	Tiger	Panzern VI	100,000c	Tank	Bazooka, Multi-Missile, Moonlight	6
8	Lord Slayer	Red Dragon	120,000c	Humanoid	Moonlight, Plasma Rifle, Slug Gun	8
7	Entity	Scorpion v4.0	180,000c	Quad Leg	Moonlight, Plasma Rifle, Chain Gun, Large Rocket	8
6	Shadow	Dark Night	240,000c	Humanoid	Karasawa, Moonlight, Dual Missile	9
5	Rave	Panzern VII	300,000c	Tank	Grenade Launcher, Machine Gun, Laser Cannon	5
4	Tiamat	Steel Dragon	800,000c	Humanoid	Bazooka, Moonlight, Mulit-Missile	9
3	Dark Rider	Pale Horse	1,000,000c*	Reverse Joint	Laser Cannon, Grenade Launcher (x2)	7
2	Milicona	Scorpion v5.0	1,200,000c	Quad Leg	Laser, Slug Gun, Pulse Cannon	8
1	Necron	Black Dragon	3,000,000c*	Humanoid	Moonlight, Grenade Launcher, Machine Gun, Small Missile	9

*indicates that a part is also rewarded after beating that opponent

Where

Shop

Acquired

New Parts

DEF

Shell

600

DEF

580

Energy

Max

2,820

Weight

What would a sequel to Armored Core be without a veritable armory of new parts? While Project Phantasma comes up a tad short in this category, many of the new weapons and accessories it offers are the very best in their class, allowing die-hard AC fans like myself to build even deadlier (and faster) Cores.

VS-MG-

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Response

nit		Name	Туре	Price	Weight	Energy Drain	Armor Point	DEF Shell	DEF Energy
I 5	de	HD-G780	Head Unit	82,500	393	723	905	186	448
CPU Type	Map Type		oise inceller	Bio Sensor	Radar Function	Radar Range		SOURCE CONTRACTOR	Where Acquired
Rough	Area & Pl	ace Pro	ovided	Provided	Provided	7,600	Stand	dard	Rank 31
			عصب		عبدب		444		
Core	- O.	Name	Туре	Price	Weight	Energy Drain	Armoi Point	T Lamber	
ÜĒ		XXA/SO	Core Unit	122,000	784	1,273	2,050		

VS-MG-

Angle

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Extension

Slots

17

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Armored Core



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Weapon	5	Name	Туре	Pric	e	Weight	OKUR DISSULATE	nergy rain	Armor Point	DEF Shell	DEF Energy
We		AW-DC/2	Dual Canno	on 188,	500	1,805	22	0	892	0	0
Weapon Lock	Attack Power	Ammo	Ammo Type	Am Pri	mo ce	Ran	ge	Max Lock	Rele		Where Acquired
Special	3,822	20	Solid	1,80	00	15,30	00	1	60		Rank 18
	17 -1	<u> </u>									
Leg	1	Name	Туре		Pri	ice	V	eight	Ene Drai		Armor Point
4 5 L		LN-2KZ-SP	Humano	id Legs	118	3,000	1,8	320	3,034	1	2,210
DEF Shell	DEF Energ	gy	Max Weight	Speed		Stabil	ity	1 STATE OF THE SECOND	mp inction		here quired
648	820		4,420	383		3,025	g vila	Pro	oivded	Sh	ор
72.7				Te H				777			
2 -	Me	odel	Туре		Price		Weig	ht	Energy	l n	laximum

1	
	1/20

			1000 CO. (1000 C		No. Control		A CONTROL OF THE PARTY OF THE P		
tors	0	Model	Туре	Price	Weight	Energy Output	Maximum Charge	Redzone	Where Acquired
lera		GBX-TL	Generator	38,000	1582	9,055	50,000	22,000	Rank 48
Gen		GBX-XL	Generator	139,000	975	8,500	52,000	3,300	Shop
	TO THE WORLD					CONTRACTOR OF THE PARTY OF THE	NAMES OF TAXABLE PARTY.	TOTAL PROPERTY.	100 m

2	1	Name	Туре	Price	Weight	Energy Drain	Maximum Lock	Lock Type	Where Acquired
FC		F8MB-18X	FCS	108,000	21	65	6	Wide & Shallow	Shop
	***	RATOR	FCS	129,000	18	75	2	Narrow & Deep	Shop

		TO SHARE THE SHA				A. will					W .	
1	Nar	ne	Ту	pe		Price	W	eight	Ener Draii		Weapon Lock	Attacl Powe
	WM	-AT	Lar	ge Missile	2	256,800	910	0	382	,	Standard	9,830
Number of Ammo		Amm Type		Amme Price	•	Range		Maxi Lock	mum		Reload Time	Where Acquir
10		Solid		3,510		20,000		1			35	Rank 3
	Nar	ne	Ту	pe	•	Price	W	eight	Ener Draii	THE RESERVE OF THE PERSON NAMED IN	Weapon Lock	Attac Powe
1007	WM	-T0100	Sm	all Missile	8	36,200	72	5	290		Standard	230
Number of Ammo		Amm Type		Amme Price	0	Range		Maxi Lock	mum	ATTENDED	Reload Time	Where Acquir
120		Solid		150		9,000		6			5	Shop
netrota metrota	Nar	ne		Гуре		Price	W	eight	Ener Drain		Weapon Lock	Attaci Powe
-	WM	-SMSS24	ı	Missile	1	118,300	65	5	308		Standard	1,630
Number of Ammo	Ammo		0	Amme Price	0	Range		Maximum Lock		THE STATE OF THE S	Reload Time	Where Acquir
40		Solid		420		9,000		4			10	Shop
2	Na		Ту	Туре		Price		CHARLEST CONTRACTOR CO		ergy Weapon rain Lock		Attac Powe
	M11	18-TD	Ma	gazine	9	96,300	45	5	0		N/A	N/A
Number of Ammo		Amm Type		Amme Price			nge Maxin Lock		mum Reload Time		Where Acquir	
N/A		N/A		N/A		N/A		N/A			N/A	Rank 38
j j	Naı	me		Гуре		Price		Weight		gy n	Weapon Lock	Attac
1	WC-	-SPGUN	9	Slug Gun	8	39,500	91	2	10		Special	208
Number of Ammo		Amm Type		Amme Price		Range		Maximum Lock			Reload Time	Where Acquir
50		Energ	у	0		9,200		1			8	Rank 44
ħ.	Nai	me	Тур	e Pr	ice	We	ight	Ene Dra	ergy in	We Lo	eapon ck	Attac Powe
	WC-	-IR24	Lase	r 15	9,500	528		806		Naı	row & Deep	3,025
		the same of the sa	STREET, STREET					Maxi	mum		Reload	Where
Number of Ammo		Amm Type		Amm Price	928341900000	Range		Lock			Time	Acquir



Armored Core

art	-3	Name	Type ·	Price	Slot Spend	Where Acquired
4		SP-DEhf	Energy Reduce	245,000	5	Shop

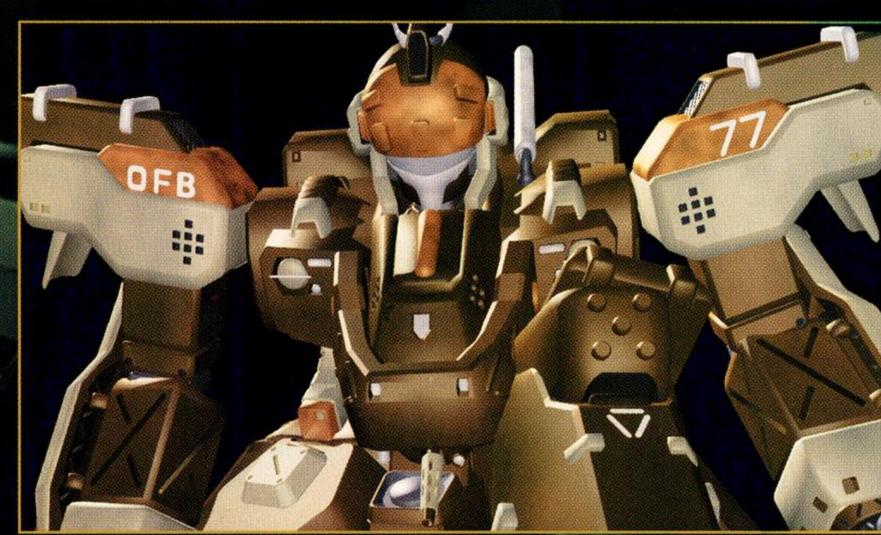
Booster	(ig	Name	Туре	Price	Weight	Energy Drain	Boost Power	Charge Drain	Where Acquired
	107.0	B-HP25	Boost Unit	52,500	186	35	8,500	2,520	Shop

dar	45	Name	Туре	Price	Weight	Energy Drain	Radar Function	Radar Range	Radar Type	Where Acquired
Ra		RZ-Fw2	Radar	82,100	352	826	Provided	21,300	Octagon	Rank 10

				255						1				
gamelina and a second	Na	me	Ту	pe	Price	е	W	eight			ergy ain		Veapon ock	Attack Power
	WG	-RFM118	Rif	le	95,00	00	512	2		10		W	Vide & Shallow	340
Number of Ammo		Amme Type	D	1000	mmo rice		Range	e		Maxir Lock	num		Reload Time	Where Acquire
200		Solid		4	5		11,000			1			5	Shop
1800 0000	Na	me	Ту	pe		Price	e	W	eigh	t	Energy Drain		Weapon Lock	Attack
	WG	-XFwPPk	Las	er Rifl	e	132,0	000	89	3		395		Special	1,120
Number of Ammo		Amme Type	•	Part of the last o	mmo rice		Range	•		Maxir Lock	num		Reload Time	Where Acquire
100 Energy		,	0			14,000		ı			10	Shop		
Date:	Na	me	Тур	e	Pri	ice	'	Weight		400	nergy rain		/eapon ock	Attack
	WG	-HG1	Hand	Gun	72,	000	2	83		52		W	ide & Shallow	280
Number of Ammo		Amme Type	D		mmo rice		Range	е	THE STATE OF	Maxir Lock	num		Reload Time	Where Acquire
100		Solid		5	6		6,300			ı			8	Shop
-	Na	me	Туре			Price	e	Weig	ht	IN MARKED CHARGO	ergy ain		eapon ock	Attack Power
	WG	-РВ26	Grena	de Lau	ıncher	113,0	000	681		34		w	ide & Shallow	2,200
Number of Ammo		Amme Type	0	DE SHIDE	mmo rice		Range	•		Maxir Lock	num		Reload Time	Where Acquire
15		Solid		1,	,015		9,000			ı			10	Rank 25
tik-	Na	me	1	Гуре		Price	е	w	eigh	t	Energy Drain		Weapon Lock	Attack Power
	WA	-Finger	N	/lachin	ne Gun	275,0	000	15	0		120		Special	250
Number of Ammo		Amme Type	D	1	mmo rice		Range	е		Maxir Lock	num		Reload Time	Where
3,000		Solid		8			3,700		1	1			1	Rank 1

Core Design 101

So how do these new weapons and parts stack up? Here are two very different Core designs that use many of the new parts. Both are updates of my personal favorite Cores seen in the April 1998 issue, modified to take advantage of many of the new parts. Note that while Big Daddy v2.0 is built entirely from parts found in Project Phantasma, Zipper III benefits greatly from the Moonlight laser blade that must be brought in with a saved game from Armored Core. If you don't have this weapon, replace it with any of the laser blades available in Project Phantasma.





Zipper III





Parts List

HeadHD-G780
CoreXXA\SO
ArmsAN-K1
LegsLN-2KZ-SP
GeneratorGBG-XR
FCSFBMB-18X
BoostersB-HP25
Back Weapon LRZ-Fw2 Radar
Back Weapon RM118-TD
Magazine
Arm Weapon LLS-99-
Moonlight
Arm Weapon RWA-Finger
Machine Gun

Optional Parts

SP-SAP Absorber Option SP-CND-K Charge Expander SP-AXL FCS Accelerator SP-S/SCR Shell Screen SP-E/SCR Energy Screen SP-EH Rapid Charge SP-E+ Energy Amplifier SP-Dehf Energy Reducer



Stats

Offensive	Point3,051	
Defensive	Point4,625	
Stability.	3,825	
Mobility.	6,010	
A STATE OF THE PARTY OF THE PAR	Moving Speed3,8	30
	Turning Speed1,18	30
	Rising Ability1,0	00
Support !	ystem3,075	
	Radar Range2,13	0
	FCS Performance945	
Overall	20,586	

AP—6,955 Weight—5,854 Price—1,333,700 Grade—Great

Zipper is still all about speed and the ability to run circles around the opponent. While his armament in this incarnation may not seem like much, consider that the WA-Finger machine gun fires five bullets at a time and that each one does 250 points of damage. At close range with all five hitting, that's a blow of 1,250 points for each high-speed round you fire! Zipper can also afford to throw away loads of ammo, a luxury his opponent usually doesn't have. With the unique magazine part equipped (all weapons have 50% more ammo), the WA-Finger starts with a whopping 4,500

ammo. The new Core unit allows Zipper to utilize nearly all of the Optional Parts, while the new legs make him even faster than before. Many players may shy away from a lightly armed and armored Core like Zipper, but in the right hands, this baby is lethal. Consider this before you sit down to write a letter to the editor bragging about how your AC could whip mine—it's not in the parts, it's all about the ability of the player that wins the match. Master this AC and there are very few opponents you'll have to worry about.

Big Daddy v2.0





Parts List

HeadHD-G780
CoreXCH-01
ArmsAW-DC/2 Dual
Cannon
LegsLC-MO\$54545
GeneratorGBX-TL
FCSRATOR
BoostersN\A
Back Weapon LWM-AT Large
Missile
Back Weapon RWC-IR24 Laser
Cannon
Arm Weapon LN\A
Arm Weapon RN\A

Optional Parts

SP-SAP Absorber Option	
SP-CND-K Charge Expand	lei
SP-AXL FCS Accelerator	
SP-S/SCR Shell Screen	
SP-E/SCR Energy Screen	
SP-EH Rapid Charge	
SP-F+ Energy Amplifier	



Stats

Offensive Point16,6//
Defensive Point3,966
Stability5,901
Mobility3,230
Moving Speed2,110
Turning Speed1,120
Rising Ability0
Support System1,705
Radar Range760
FCS Performance945
Overall 31 479

AP—8,802 Weight—10,233 Price—1,202,600 Grade—Superfine

The ultra powerful new weapons in *Project Phantasma* give Big Daddy access to a level of firepower that shouldn't be legal. None of his weapons inflict less than 3,000 points of damage, with the Large Missile dealing death to the tune of 9,830 points of damage! His only flaw remains the same: slow speed and slow firing weapons make him a sitting

duck against a fast Core like Zipper. Against a heavier Core, however, Big Daddy can show his opponent a world of hurt. If the slow moving Large Missile hits its target, get ready for the biggest BOOM in the game; it usually means you've won the match as well.

Codes

Fixed Camera View

To set the camera to a "fixed" position during the game, press and hold the ○ and × buttons down simultaneously; while doing so press START. Press START again to unpause the game and the camera will be in

the "fixed"
position. To
return to the
regular camera view,
simply pause
and unpause
the game
one more
time.

58



First-Person Perspective

Press and hold the ▲ and ☐ buttons down simultaneously, while doing so press START. Press START again to unpause the game and the camera will be in the cockpit point-of-view. To return to the regular camera view,

simply pause and unpause the game one more time.



Use Custom Emblem as Wallpaper

While in the "Edit Emblem" mode, press and hold the L1 and R1 buttons, then

press
SELECT.
The
emblem
selected
will be
tiled
over
the
background.



April '97 (TIPT974)

October '97 (TIPT97A

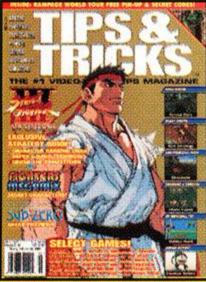
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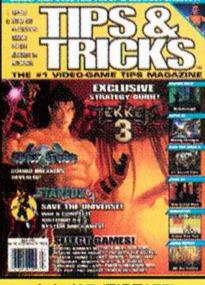
December '97 (TIPT97C

MORTAL! KUMBAT

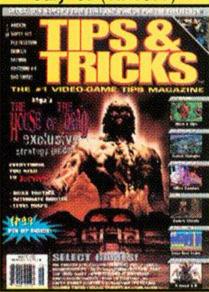




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July '97 (TIPT977)





September '97 (TIPT979)

Please allow 4

to 6 weeks for

delivery.

BACK ISSUES

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts-Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour-Plus FREE Rampage World Tour

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

August - House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

September SOLD OUT! Final Fantasy VII: Dark Rift, Parappa the Rapper, Maximum Force

October SOLD OUT! Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube-Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

November - Fighting Force: Resident Evil 2 Trial Edition, Street Fighter EX Plus, Mass Destruction, Clay Fighter 631/3, Bushido Blade, Colony Wars, Last Bronx, Treasures of the Deep, Clock Tower, Courier Crisis

December SOLD OUT! Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

January - Mortal Kombat 4: Cool Boarders 2, Quake, Aerofighters Assault, Armored Core, Crash Bandicoot 2, Tomb Raider II (part 1), Bomberman 64, Star Wars: Masters of Teräs Käsi

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)-Plus FREE Sonic R Pinup

March - Resident Evil 2 (part 1): Mortal Kombat 4 Revision 3, Yoshi's Story (part 1), Final Fantasy Tactics, Snowboard Kids, Mystical Ninja Starring Goemon

April - Rival Schools United by Fate: Resident Evil 2 (part 2), NBA Live '98, ReBoot, Winter Heat, Yoshi's Story (part 2), Aero Gauge, Klonoa

May - Mega Man Legends: Harley-Davidson & L.A. Riders, Need for Speed III: Hot Pursuit, Mortal Kombat 4 Revision 3, Gran Turismo, Marvel vs. Capcom, Panzer Dragoon Saga (part 1), Speed Racer, Breath of Fire III

June - Tekken 3: Ehrgeiz, Blitz, Burning Rangers, Deathtrap Dungeon, January '98 (TIPT981)

Panzer Dragoon Saga (part 2), Einhänder, Need for Speed III, Marvel vs. Capcom, Pitfall 3D: Beyond the Jungle-Plus Interview With Need for Speed III Production Team

July - Mortal Kombat 4: Cardinal Syn, Quest 64, Chopper Attack, Tekken 3, Wetrix—Plus Interview With Tenchu Design Team August - Mission: Impossible: Tomba!, The Granstream Saga, Jersey Devil, Vigilante 8

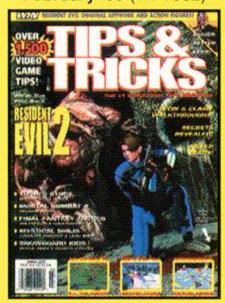
September - Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October - Thrill Kill: F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls, Resident Evil 2 Dual Shock Ver., Kagero: Deception II, Soul Calibur, F-1 World Grand Prix, Spice World

November - Tenchu: Stealth Assassins: Metal Gear Solid, Ninja: Shadow of Darkness, Colony Wars: Vengeance, Duke Nukem: Time to Kill, GT64 Championship Edition, Rival Schools: United by Fate, The King of Fighters '98, Roll Away, Knife Edge, NFL Blitz

TIPS & TRICKS, P.O. Box 469070, Escondido, CA 92046





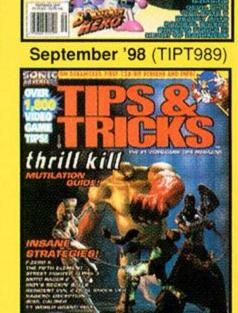
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May '98 (TIPT985)



June '98 (TIPT986

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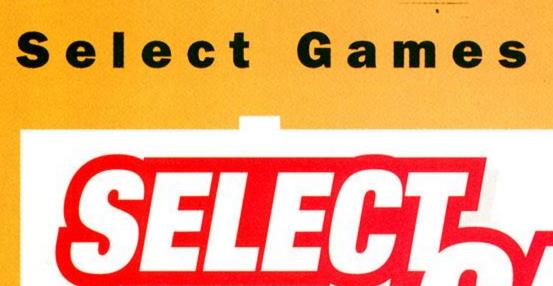
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Hey, you-listen up! This isn't your typical "review/preview" section.

The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after

we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

SELECT

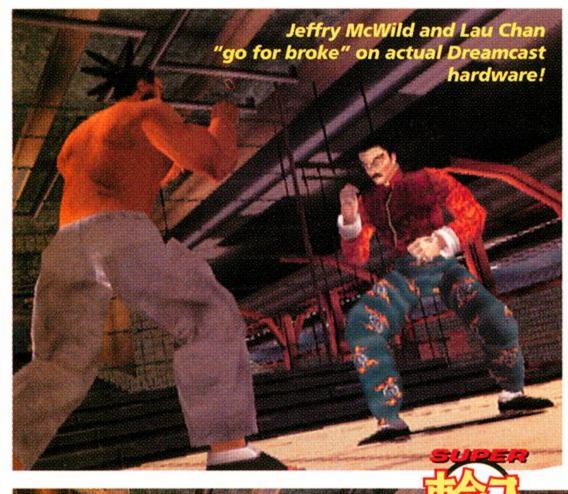


Games with the Super Import symbol were only available in Japan at press time. Be on the lookout

for a possible American release sometime in the near future!



Sega • Fall 1999 • 1-2 Players



The 1998 Tokyo Game Show—the Japanese equivalent of America's Electronic Entertainment Exposaw the debut of Sega's new game console, Dreamcast. Several DC titles were seen at the show; some as videotape footage, others in playable form. Luckily for Japanese gaming enthusiasts (a group heavily into Sega's Virtua Fighter series), Virtua Fighter 3tb (Team Battle) was among the playable. Containing gameplay virtually identical to that of its arcade counterpart, VF 3tb on Dreamcast featured lightningfast action with no signs of slowdown. This is not to say we were completely bowled over, either; we noticed a lower polygon count which resulted in a noticeable degradation in character definition. We also noted the longer-than-expected load times, clocked at around three or four seconds between matches. Although scheduled to release simultaneously with Sega's new system (November 27 in Japan), the version on hand at TGS contained only five selectable fighters—a sign that things may improve considerably in time for release. Sega has been hyping Dreamcast as if it were comparable to its own Model 3 arcade hardware and it is now time for Sega to provide proof. As a testament to its power, there is no benchmark more appropriate than this game...it absolutely, positively must come out arcade-perfect.









Kage-Maru



Shun-Di



Lion





Sarah

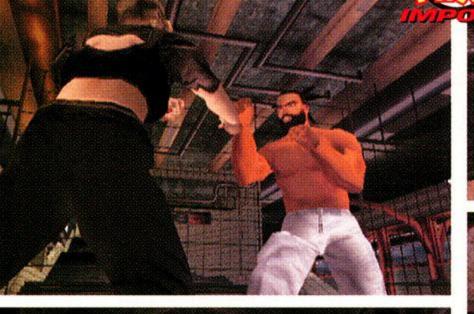




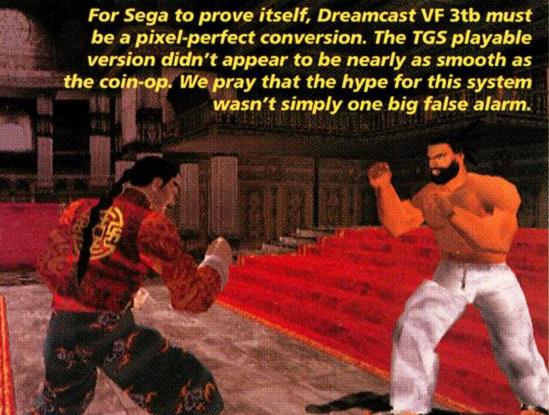




Taka-Arashi



The characters appeared to be somewhat smaller than those found in the arcade game.



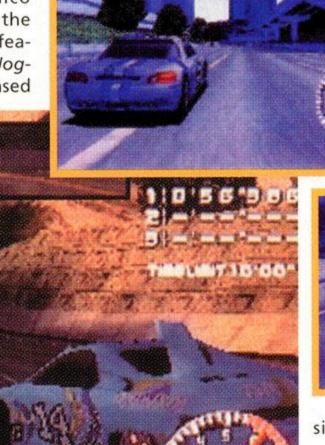




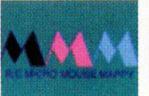
Namco • 1st Quarter 1999 • 1-2 Players

The Ridge Racer series is back and rarin' to reclaim the racing game trophy away from Gran Turismo with Ridge Racer Type 4. Its incredible graphics, extreme speed and flawless control had the Namco booth stealing the spotlight at the recent Tokyo Game Show. Also featured at the booth was the new Jog-Con controller that will be released

NI COST











simultaneously with the game. The Jog-Con is perfect for driving games with its easy-to-use steering wheel and sleek design. Players place their thumbs on the wheel to steer the car while gripping the large, N64-like controller handles. RR Type 4 features eight tracks and over three hundred selectable car styles. Namco has hinted that this could be the company's last PlayStation title before moving on to next-generation systems!

Okay; so the

graphics may



RISING ZANA THE SAMURAI GUNMAN

ASCII • Possible 1999 • 1 Player

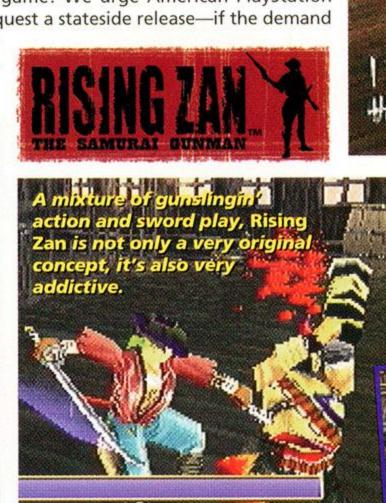
A PlayStation game which took us by complete surprise back at the European Computer Trade Show, Rising Zan is about as unique as they come. Actually, "bizarre" is more like it. The player assumes the role of either a male or female "cowboy ninja" to take on over forty different enemies throughout crazy western landscapes. Rising Zan contains twelve stages in all, each packed with bloody violence! While ASCII currently has no plans

to publish this game in the U.S., we really hope things change; Rising Zan is a deceptively awesome game! We urge American PlayStation owners to write to ASCII and request a stateside release—if the demand

is great enough, perhaps the company "suits" will reconsider. You never know!









Select Games







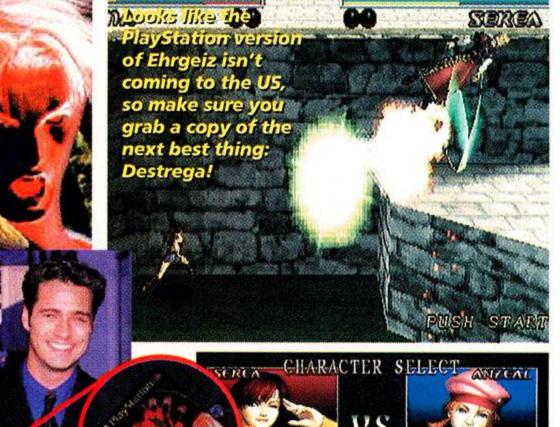
At first, we were under the impression that Koei's new 3-D combat game, Destrega, was just another attempt at Namco's Ehrgeiz. Destrega was assembled under the watchful guidance of Omega Force—the same in-house team responsible for last year's exceptional brawler, Dynasty Warriors. As it turns out, we found that Destrega looks good and plays even better. In fact, we are now addicted. You can fight using magic projectiles or move in for close combat. Three attack types—Speed, Power and Span—can be used separately or combined for devastating results. Destrega features 360° movement,

out of Beverly Hills: 90210
(we're not joking!), this game
rules in a very big
way. Buy it!

though the music sounds like something

multi-leveled stages and 12 characters. Even









An hour-long story mode provides players with the necessary background on the land of Destrega. The game is also Dual Shock compatible.



WSH STAR



span five historic

More info as it becomes available...

periods.

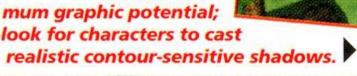
time

ATTACK OF THE SAUCERMAN

Psygnosis • 1st Quarter '99 • 1 Player



Saucerman combines sprites and polygons for maxi-









Select Games

Very little information is available about this game as we went to

press, but hey-with a name like Attack of the Saucerman, it's gotta be a winner! Psygnosis tells us that it's a 3-D action game with 2-D fully rotating animated sprites. The main character, Ed, is

a blue-collar worker in the "Grimloid intergalactic empire." His mission is to capture and kill aliens as well as collecting as many "Neds" as possible. We don't yet know what a "Ned" is, but it's apparently the basis of the majority of intergalactic trade and commerce, so it must be worth collecting. Expect to ride on hover boards and blow up factories as you cruise through 23 stages that

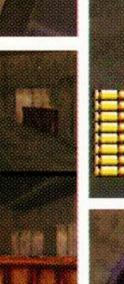


Koei • 1st Quarter '99 • 1-2 Players









Much like Metal Gear Solid, Winback fea-

Cougar has all the killer sneaky moves, like zooming in with a sniper rifle, crawling and

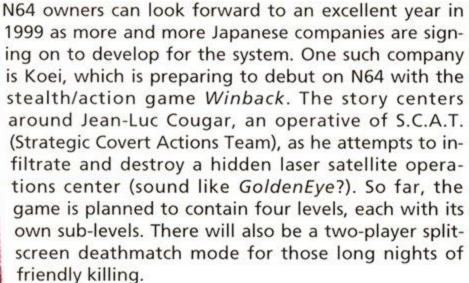
tures stealth-style gameplay. Jean-Luc

walking with his back to the wall.

















CLIMAX LANDERS

Climax Graphics • Possible 1999 • 1 Player

Hey, why does he look so familiar? Oh, yeah... Landstalker!

> Climax is going back to its roots with this RPG for Dreamcast. The main character in Landers, Sword, is accompanied by the very same elf-like hero featured in the classic Genesis game Landstalker (released back in 1994.) The world of Landers is made up of individual floating cities. Due to a mysterious trans-dimensional force, individual territories often merge to re-form and become one and the same. The game features sprawling, highly-detailed hillsides, castles and dun-

geons. Each labyrinth is randomly gener-

ated each time it is entered. Being huge fans of Climax's past work—particularly Landstalker and Dark Savior on the Saturn-we have high hopes for this one; there's no reason this should turn out to anything less than a superbly-polished, top-shelf role-playing adventure.





BUE STINGER UPDATE!

Publisher T.B.A. • Possible 1999 • 1 Player

Here's an ultra quick, hands-on update on one of the most eagerly-awaited Dreamcast projects here at T&T: Blue Stinger! Partially playable at the recent Tokyo Game Show, the game actually looked more amazing than the mouth-watering screen shots do! Select from one of four playable characters and venture out into Resident Evil-inspired territory. The only gripe we had while playing was

the ever-shifting camera; it was extremely out of whack, making the game nearly unplayable. We are very much looking forward to the final version once it ships in Japan on December 3rd. If well received, expect a release here next year when Dreamcast launches in America.



This computer room contains essential equipment.

Check out this scene at the shopping center! Looks like the toy department is having a big clearance sale on Saturns!



UPDATE!

Midway • January • 1 Player

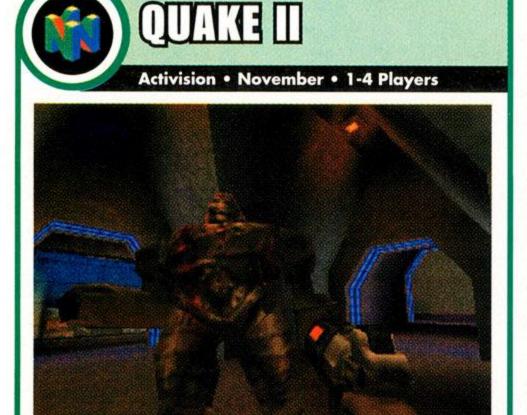
Jackie Chan loves the film industry more than anything in the universe. How do we know this you ask? Well, in *Jackie Chan Stuntmaster*, Jackie is risking life and limb to rescue all the reels of film in the world! Punch, kick, and climb over obstacles in this very cool platformer! Is this...an e-eeevil Jackie?













The game that ripped up PCs across the nation is finally coming to the N64! Nintendo fans will be treated to new, exclusive levels and hand-thrashing rumble pak support. Two- and four-player deathmatch capabilities will give you the



full Quake II experience that so many have been talking about. With tons of wicked weapons and brutal enemy intelligence, Quake II is the apex of violence in video games. Hardcore fans of first-person "corridor shooter" games will be pleased to know that Quake II—unlike Quake—puts a dead player right back into the intense, load-'em-and-shoot-'em action. From what we've seen, the game runs at an incredible speed and has some of the N64's coolest lighting effects. So onward, soldiers, and make this Christmas season the frag-fest you've always dreamed of!



GRAING INFORMATION... LAST MINUTE GRAING INFORMATION... LAST MINUTE GRAING INFORMATION... LAST MINUTE GR

SELECT



The 1998 Tokyo Game Show has come and gone. Like many other industry-related trade shows held in Japan, TGS was

also open to the public (for two full days.) Nearly 350,000 anxious gaming enthusiasts from all corners of the world poured in to witness the amazing event. Here are some sights (you'll have to insert your own sounds) from the show...



Doraemon 2 - N64



Incredible Crisis - PlayStation



Geist Force - DC



Micronauts - PlayStation



Power Stone - DC



Wrestling - DC



Dreamcast.

Sega's Dreamcast was officially unveiled in Japan at TGS. Check out these incredible shots! See page 67 for corresponding information...

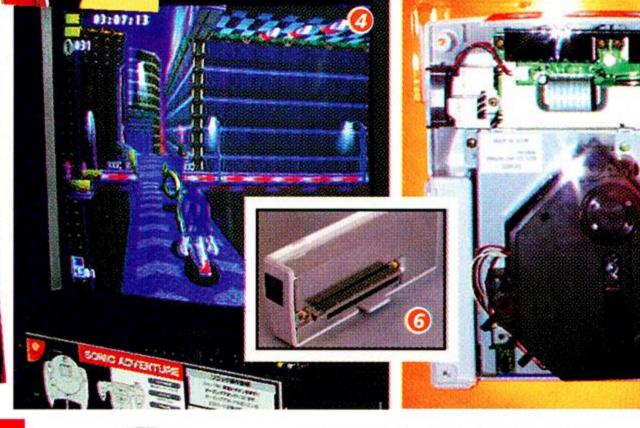


Sega Rally 2 Championship - DC



Cool Boarders - DC









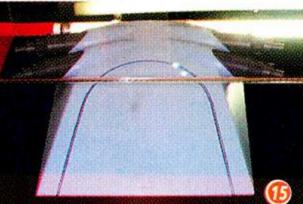




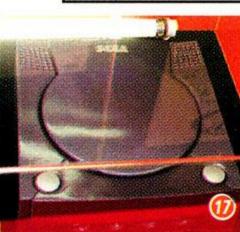












66

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LAST MINUTE GRANG INFORM

• Dreamcast Info! First, some bits and pieces to bring you up to speed on Sega's brand new gaming console. The price of the system was officially nailed down just days prior to the big Tokyo Game Show in Japan. On November 27th, Dreamcast will make its debut at ¥29,800 in Japan, or, approximately \$220 U.S. currency at current exchange rates. The superconsole will ship with one controller, A/V and power cables, modular modem connection cord and networking software. After some debate, Sega has also decided to grace the front of the actual unit with its familiar logo. Dreamcast units will contain a whopping 26 megs of RAM, which should be more than adequate. The RAM is sub-divided as follows: 16 mb main, 2 mb sound and 8 mb video. The official name of the system's high-density CD format is GD-ROM. These CDs are the same size as traditional CD-ROMs, but are capable of storing one full gigabyte of data. Packaging for Dreamcast in Japan is primarily orange, with plenty of white DC logos to complement. Sega has announced that several peripherals are in various stages of production. In addition to portable VMS units, the company is producing a steering wheel controller (with working stick shift and floor pedals), a keyboard and even a fishing rod-and-reel device, used to play Get Bass!, one of Sega's upcoming arcade-to-DC conversions. And for those 2-D fighting game fanatics (could it be... Jason?), Sega has also whipped up a superbly-crafted, six-button arcade stick (traditional 3x3 button layout) with a VMS slot and viewing window housed in the casing. And now, in case you're wondering what the heck is going on over on page 66, the following is a detailed description of what's pictured. 1 Remember those limited edition, gold-plated Game Gear units which went on sale in Japan a few years back? You're looking at one of only a handful of sparkling, gold-plated Dreamcast units in existence. This exquisite showpiece was on display under glass at the Tokyo Game Show and raised quite a few eyebrows. Don't get too excited, though—Sega has no plans to put this shiny gem into production; the golden prototype was merely on display to impress show-goers. Our guess is that Sega manufactured this special piece as a means to reinforce its message about making a serious industry comeback. 2 Many people gathered at the Sega booth in hopes of being one of the first to get a crack at the most heavily-promoted DC title of all: Sonic Adventure. 3 This is what it looked like just outside Sega's entryway. The orange and white motif of the booth was accompanied by flashing lights, gyrating Dreamcast "swirl" logos and huge, multi-screen monitor displays. 4 There were dozens and dozens of Dreamcast kiosks set up to give gamers the opportunity to test drive several upcoming software releases. Godzilla Generations, Blue Stinger, Virtua Fighter 3tb and, yes, Sonic Adventure, were all there and all playable. Most of the displays had placards in place with instructions and control diagrams printed on them. These placards also had "no photo" symbols on 'em, too. I tell ya-what we won't risk to bring you the hottest news! Yeesh! 5 Check out what's purring under the Dreamcast's hood! The layout is simple and elegant. Hey, as long as it kicks butt, that's all we care about! 6 Japanese DC units will come with a detachable 33.6 Kpbs modem. This means that owners will be able to easily upgrade at any time. The modem lies beneath a panel located at the system's left side. Sega's first networkable game, Sega Rally 2 Championship Edition, will be available when the system goes on sale. 7 Virtua Fighter 3tb, Sonic Adventure and Blue Stinger. Sega had display shelves lined with various types of "faux" Dreamcast packaging. The DC software jewel cases looked fairly standard, at least from the outside. 8 Here's a shot of Sega's sweetlooking Dreamcast arcade stick! 9 Pictured here are two peripherals, each slated for release at time of launch—the steering wheel racing controller and keyboard. 10 Dream Passport is the networking software which . After dealing with mountains of red tape and endless licensing hassles, comes packaged with each console. It contains a web browser, email acmail templates. Assorted "writing paper" and "envelopes" are included, along with an awesome animation

function which allows Sega characters to come to life in e-mails sent to friends! A dedicated Japanese Dreamcast website— Dricas—has already been constructed which will officially kick off at launch time (see photo at the top of this page.) 11 This set of highoutput VGA cables will give DC owners the chance to take advantage of the system's superior video output; just plug the cables into a high-resolution monitor, and voila! 12 During extended testing periods, the hardware was reportedly running at such a high temperature that the R&D team decided it wise to add a built-in

cooling fan! These ventilation slots are located near the front left side of the casing. 13 Press the "Open" button on top of the system and this is what you'll see. 14 This is the first screen shot to be released from Capcom's DC-exclusive game, Biohazard: Codename Veronica! The game is said to be



nearing completion and should be ready to go on sale in Japan in Spring of 1999. Look for an exclusive T&T preview next month! 15-17 And now, ladies and gentlemen, here's where things get real-Illy interesting! You are looking at three Dreamcast prototypes; each of which, obviously, died on the bench. The first design—a rather horrid-looking one at that seems to resemble an intergalactic toaster (what's with the molded spark plug-type thingies?!) Sega's second attempt was much more conventional. In fact, this design isn't too far off from the final product. The third try resulted in a dark, drab-looking shell casing. Obviously, Sega felt none of these designs were good enough, so the design team went back to the drawing board to come up with what turned out to be the final version. 18 At last, the finalized Japanese Dreamcast package: Hardware, controller and portable VMS unit. And that, folks, is about it for now (as if that wasn't enough!)

• More TGS news! Epoch had playable Doraemon 2 demos set up. This N64 3-D action sequel has a built-in real time clock. The adventures change depending on the time of day. You must make it to a save point before nightfall. Another new feature in the game is a wacky flash light device called a "Small Light". This device lets you shrink a boulder down to the size of an orange! Don't hold your breath for a U.S. release, though. Incredible Crisis by Tokuma Shoten is an unbelievably hilarious PlayStation game that puts you into the role of a Japanese businessman. The idea is to survive the pressures which mount though a series of nervewracking mini-games (run away from huge boulders in office hallways, for example) and clear each stage. Although extremely funny, it's doubtful we'll ever this game come to America. Micronauts (actually called Microman in Japan) marks the first video game appearance of a series of popular Mego-produced toys from the seventies. There are 11 Micronauts to choose from, including Time Traveler and Acroyear (awesome!) The 3-D action/adventure game goes on sale in Japan in March of '99. Being huge Micronauts fans, we are all over this one like a cheap suit, and we'll let you know immediately if we find out it's headed our way. Bandai announced a new 16-bit hand-held gaming unit called Wonder Swan. The device (shown below) has the ability to play amazing-looking movie scenes in black and white. Bandai demonstrated this by showing the anime Gundam on the little screen. The pocket-sized device is very light and runs on a detachable, rechargeable battery. No games have been announced yet, but Bandai hopes that its recent presentation will attract lots of developers.

Sony's "on again, off again" Bust A Groove for the PlayStation is cess and more. Dream Passport even gives owners tools for designing e- back on track. The popular Japanese "rhythm and dance" action game may surface in the U.S. in time for

Christmas! Let's hope there are no

more delays.

 Activision Update! With killer titles like Tenchu and Vigilante 8, the company hasn't exactly been resting on its laurels, that's for sure! Expect even bigger things from the Big A in 1999, including Star Trek and Spider-Man games! We should know more on these and other titles very soon, so stay tuned...

· Life after death! After being killed back in September, Fighting Force 64 is being brought back from the grave. Eidos plans to release the N64 game in March of '99.





GAME TELACHIE

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 DECEMBER

1 c	harlie's Blast Challenge	Kemco
2 Ea	arthworm Jim 3-D	Interplay
A -		

FIFA 99 EA Sports
Magical Tetris Challenge Capcom

6 Nightmare Creatures Activision

Quake II Activision
S.C.A.R.S. Ubi Soft

South Park
 Acclaim

10 Starshot Ocean

Star Wars: Rogue Squadron Nintendo
Tonic Trouble
Ubi Soft

13 Vigilante 8 Activision

JANUARY

Battle Tanx	3DO
15 Bust-A-Move 3	Acclaim
16 Caesar's Palace	Crave
1 Castlevania 3D	Konami

Ocean

Koei

ASCII

18 Looney Tunes: Space Race

19 Roadsters 99 Titus
20 Survivor Day One Konami

Winback

FEBRUARY

AirBoardin' USA

Penny Racers
THQ
Rat Attack
Mindscape
Shadowgate
Kemco

MARCH

26 All Star Tennis 99 Ubi Soft
27 F-1 Racing Sim Ubi Soft

28 Playmobil Ubi Soft

29 Rayman 2 Ubi Soft

1ST QUARTER '99

31 1080° Snowboarding 2 Nintendo
31 Asteroids Crave

Donkey Kong Country 64 Nintendo

33 Duke Nukem: Zero Hour GT

34 Harrier 2000 Video Systems
35 Harvest Moon Natsume

36 Hybrid Heaven Konami

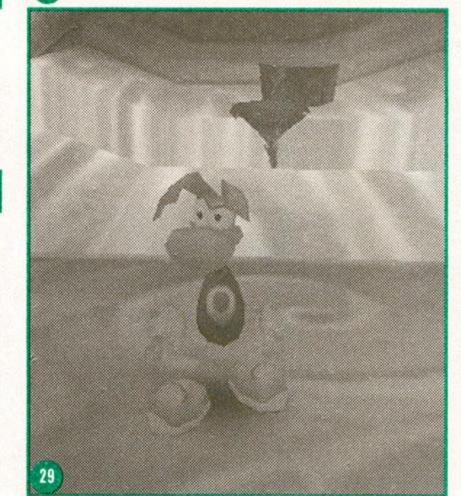
Jeff Gordon Racing ASC Games 38 Jest Ocean **Jet Force Gemini** Rare **Lego Racers** Lego Media Lode Runner 64 Bandai The Need for Speed Electronic Arts 43 O.D.T. **Psygnosis Monaco Grand Prix** Ubi Soft **Perfect Dark** Rare Pokemon Stadium • Nintendo Rugrats THQ San Francisco Rush: The Rock Midway Shadowman Acclaim Sim City 64 Nintendo **Twelve Tales: Conker 64** Rare **Ultra Combat** GT **Ultra Descent** Interplay POSSIBLE IN '99

54 All Star Baseball 2000 Acclaim
55 Contra Spirits 64 Konami
56 Gauntlet 3D Midway
51 NFL Blitz 99 Midway
58 Nuclear Strike THQ
59 Ogre Battle 3 Nintendo
60 Rakuga Kids Konami

61 Robotech: Crystal Dreams Capcom
62 Starcraft Nintendo

63 Super Mario RPG 2 Nintendo
64 Tamagotchi • Bandai

65 WWF: Attitude Acclaim



PLAYSTATION

1 Akuji: The Heartless	Eidos
2 Bass Landing	ASCII
3 Big Air Snowboarding	Accolade
4 Bomberman Fantasy Race •	Atlus
5 Constructor	Accolade
6 Darkstalkers 3	Capcom
1 Destrega •	Koei
8 Diabolical Adventures of Tobu	989
9 Dolphin's Dream •	Konami
18 Earthworm Jim	Interplay
11 ESPN NBA Tonight	Buena Vista
12 ESPN National Hockey Night	Buena Vista
13 Freestyle Boarding 99	Capcom
14 Invasion From Beyond	GT
15 Magical Tetris Challenge	Capcom
16 Mr. Domino	Acclaim
17 Poy Poy 2 •	Konami
18 R.C. Stunt Copter	Midway
19 Quake II	Activision
20 Starcon	Accolade
21 Street Fighter II Coll. Vol. II	Capcom
22 Superman	Titus
23 Test Drive 5	Accolade
24 Test Drive Off-Road 2	Accolade
25 Uprising X	3DO
JANUARY	

26	Army Men 3D	3DO
27	Blast Radius	Psygnosis
28	Global Domination	Psygnosis
29	Legacy of Kain: Soul Reaver	Crystal Dynamic
30	NCAA Final Four	989

- 1	Legacy of Kain: Soul Reaver	Crystal Dynamics
	NCAA Final Four	989
	FEBRUARY	
	Dead Unity	THQ
	2 Jeff Gordon Racing	ASC
	Pro 16 World Tour Golf	Psygnosis
	4 Rat Attack	Mindscape
	Shadow Madness	Crave
	6 Silent Hill	Konami
	Syphon Filter	989

* Publishers, please contact us with updates and/or corrections.

Eidos

Denotes that the game is available on import as of press time.

Vermin



MARCH 989 39 3Xtreme Ubi Soft 40 All Star Tennis **Psygnosis** 41 Attack of the Saucermen 42 F-1 Racing Sim Ubi Soft 43 Omikron Eidos 44 Xena: Warrior Princess 989 1ST QUARTER '99 45 007: Tomorrow Never Dies MGM **Alien Resurrection** Fox **Beavis and Butt-head** GT 48 Croc II Fox 49 Final Fantasy VIII Square/EA 50 G Shock Konami 51 Heavy Gear Activision 52 High Heat Baseball 2000 3DO 53 International Rally Championship THQ 54 Jackie Chan's Stuntmaster Midway 55 Looney Tunes Infogrames Infogrames 56 Lucky Luke Working Designs 57 Lunar: Silver Star Story • Magzone Trimark 59 Marvel vs. Street Fighter EX Capcom Messiah Interplay Utopia 61 Montezuma's Return 62 Nectaris • Jaleco **NFL Full Contact Football** Konami Obsidian Rocket Science Plasma Sword Capcom 66 Project X2 • Acclaim **Psygnosis** Pro 18: World Tour Golf Ubi Soft 68 Rayman 2 Ridge Racer Type 4 * Namco Respect, Inc. Psygnosis 11 Snow Break Atlus Rocket Science 12 The Space Bar 73 Star Trek: Klingon Academy Interplay **Street Fighter Alpha 3** Capcom 75 Suikoden 2 • Konami 76 Tiny Tank MGM Infogrames 17 Total Drivin' Infogrames 18 Viper POSSIBLE '99 Beatmania: 2nd Mix • Konami Eidos Daikatana

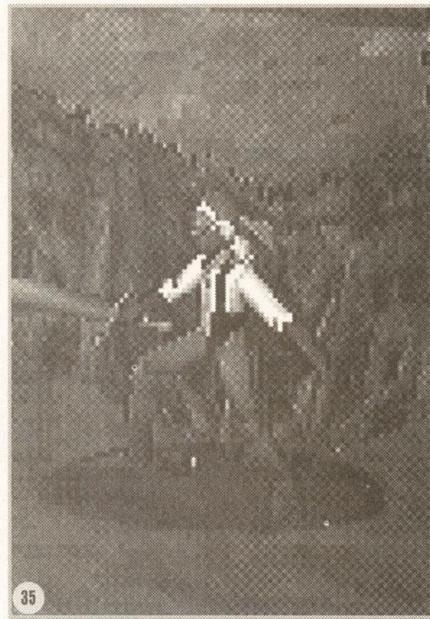
Electric Stick Challenge

82 Ehrgeiz

Jaleco

Square/EA

83	Macross Digital Mission VF-2	Bandai
84	Monster Rancher 2	Tecmo
85	Snowboard Kids Plus	Atlus
86	Tail Concerto •	Activision



ARCADE DECEMBER

Beatmania: 2nd Mix *	Konami
2 CarnEvil	Midway
Dead or Alive ++ (upgrade) •	Tecmo
Puzzle Drop	Capcom
5 Spike •	Sega
1ST QUARTER	'99

M	SI QUA	RIER '99
6	Beast Busters	SNK

Sega

Behind Enemy Lines •

Bloody Roar 2 •	T.B.A.
Dead or Alive 2 •	Tecmo
10 Drones	ENCOM
11 NBA on NBC	Midway
12 Ocean Hunter •	Sega
13 Racing Jam 2	Konami
1 Samurai Showdown 64 pt.II	SNK
Site 4	Δtari

POSSIBLE IN '99

16	Beatmania: 3rd Mix •	Enix Konami Sega	
1	Bust A Groove		
18	B Dance! Dance! Revolution •		
19	House of the Dead 2		
20	Blood Bullet: HOTD Side Stor	у	Sega
21	Hyper Bishi Bishi Championship	K	onami

Power Stone

Virtua Cop 3

TIPS & TRICKS

Capcom

GAME BOY

kateboarding	Midway
's Life	THQ
e's Greatest Hits	Midway
er's Pocket Tales	Nintendo
/u 2	Kemco
& Defender	Midway
ts	THQ
ear Pocket	Midway
Stories	THQ
	's Life e's Greatest Hits er's Pocket Tales /u 2 & Defender ts ear Pocket

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JANUARY

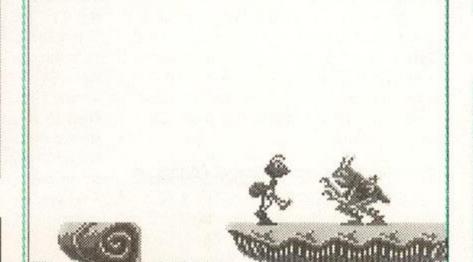
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10 Zelda: Link's Awakening (Color) Nintendo

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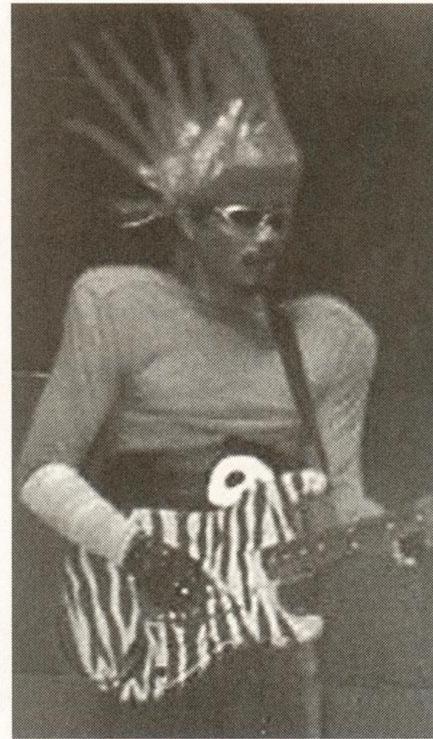
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Wario Land II (Color) Nintendo



GAME.COM DECEMBER

NBA Live Tiger
Madden Football Tiger



(1)



AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C♥ button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C♥, Left, C♥, Down, C♠, Right, C♠, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press Co, C♥, C♥, C♠, C♠, C♥. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

ATEMYBUIK-Unlocks secret "Alienapolis Park" stadium in Exhibition Mode PRPPAPLY R—Players are paper-thin GOTHELIUM—Players' heads, feet, hands and bats are big

A B B T N C S T L O—Some players are fat, others are thin

B B N S T R D S—Big baseball

GRTBLSFDST—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

 Players are paper-thin—Pause the game, then hold Z and press Co, Co, A, Co, A, C♥, C♥, C♠, C♠, C♥

 Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press Ca, Ca, A, Ca, Ca, B, Ca, Ca, Ca

• Some players are fat, others are thin— Pause the game, then hold Z and press A, C④, C④, C⋑, C♠, B, C⋑

 Big baseball—Pause the game, then hold the Z button and press C, A, C, C, C, B, A, Co, Co

 Baseball leaves a smoking trail—Pause the game, then hold the Z button and press B, C, C, C, C, C, B, A, C, C

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFGOES WITHMANYBANJOS" to earn infinite lives.

• Enter "CHEATANENERGYBAR TOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.

• Enter "CHEATDONTBEADUMBO GOSEEMUMBO" to earn infinite Mumbo Tokens.

• Enter "CHEATNOWYOUCAN FLYHIGHINTHESKY" to earn infinite red feathers.

• Enter "CHEATAGOLDENGLOW TOPROTECTBANJO" to earn infinite gold feathers.

• Enter "CHEATGIVETHEBEAR LOTSOFAIR" to have infinite air when underwater.

• Enter "CHEATBANJOBEGSFOR PLENTY OF EGGS" to earn infinite

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPOR-TANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.

 Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.

 Enter "BOTTLESBONUSTHREE" to make Kazooie big.

• Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.

• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and

• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.

• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.

 Enter "N O B O N U S" to deactivate all active codes.

BIO FREAKS

First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available:

"In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63%

Secret Options

At the character-select screen, hold the L button and press C[®], C[®], C[®], C[®], B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

· Doctor Kiln-Hold the L button and press B, C, C, C, C, A

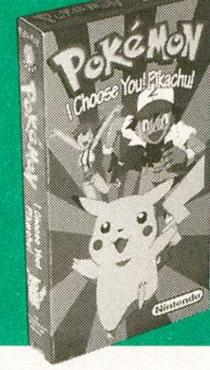
 Sumo Santa—Hold the L button and press A, C, C, C, C, C, B

 Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal



Pokemon: I Choose You! Pikachu!

New from Viz Video, Pokemon: I Choose You! Pikachu is a great video for Pokemon fans, but its appeal is not limited to those who own the insanely popular Game Boy game of the same name. This particular volume collects the first three episodes of the Pokemon TV show; it's a perfect introduction for any potential Pokemon trainers who may have missed out when the series began. You'll see how Ash Ketchum begins his training from day one when he acquires Pikachu, his very first Pokemon. How does one become a Pokemon trainer? Why does Pikachu always stay outside of the Pokeball where he belongs? And who is Team Rocket? You'll find the answers to these questions and more in this highly entertaining video, the first of a proposed series. The great thing about Pokemon is that the TV show follows the game so incredibly closely that you can actually pick up tips and strategy information that





the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

• Earthworm Jim—Hold the L button and press B, C, C, C, C, C, C, C, C.

• Sumo Santa—Hold the L button and press A, C, A, C, C, C, C, C

 Boogerman—Hold the L button and press B, B, C, C, C, C, C

High Five—Hold the L button and press
 C, C, C, C, B, A

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A, C, C, C, C, B, A, C. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, C, Up, C, C, C, C, C, Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C, and C, buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)— Hold L + C + C

San Francisco (lower-right corner)—Hold L + C® + C♥

Indiana (upper-right corner)—Hold L + C® + C®

Secret Vehicles

At the "Choose Car" screen, press and hold the Co, Co and Co buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up,

C[®], R, Right, Down, B, B, B, C[®] to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters: Sonork—L, R, C, C, C, C, C, C

Demitron—A, B, R, L, C®, C®

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C[®], R, Right, Down, R R C[®]

Demonica's Ending—Up, C, R, Right, Down, R, R, C. ■

Demitron's Ending—Up, C, R, Right, Down, L, L, C♥

Eve's Ending—Up, C, R, Right, Down, R, R, C €

Gore's Ending—Up, C, R, Right, Down, R,

Morphix's Ending—Up, C, R, Right, Down, R, R, B

Niiki's Ending—Up, C[®], R, Right, Down, R, R, A

Scarlet's Ending—Up, C, R, Right, Down, L, L, C,

Sonork's Ending—Up, C, R, Right, Down, L, L, C.

Zenmuron's Ending—Up, C, R, Right, Down, L, L, C €

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Please note that many of the following codes will only have an effect while playing in "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under

"Audio Options")
FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better trac-

tion on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVVB

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game / Load Game / Options"—press Left, Left, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left

TIPS & TRICKS

Monsters On/Off—Press L, C[®], Left, R,
 C[®], Right, Left, Left

All Items On/Off—Press R, C®, Right, L,
 C®, Left, C®, Right

 Level Select—Press L, L, L, C, Right, Left, Left, C

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—A very powerful code. With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible UGLYMODE—Deactivates the Nintendo

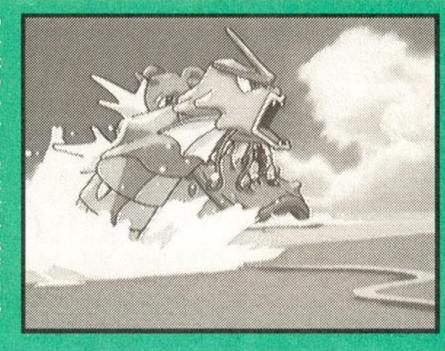
64's "anti-aliasing" feature; this makes the graphics appear more "pixelated" WIRED—Removes the texture-mapping so

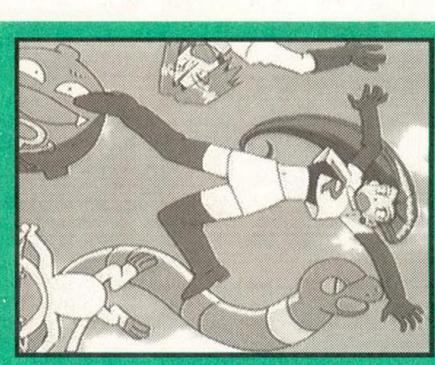
you can play the game with "wireframe"

graphics
XTREME—Increases your vehicle's top
speed

XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include

will help you in the game just by paying attention to the show. You also get a lot of background information on the characters that the game alone just can't provide. And in case you're wondering: Yes, Pokemon is the TV show that caused hundreds of Japanese children to experience mild seizures and nausea last December. Fortunately, the producers of the American version of *Pokemon* have taken precautions to ensure that a similar situation does not occur in America; more specifically, the brightness of the image on your screen is noticeably dimmed whenever there is a depiction of very bright colors or flashing lights, such as when Pikachu uses his Thundershock attack. Even if you're not playing Pokemon on your Game Boy, you should definitely check out this video or the TV series it's derived from; they're "T&T"-rrific!







ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press L, Z, R, C®, C®, C®, C®, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press L+ R + C ⊕ + C ⊕; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
- Ghost Players—Choose the "Zone 4— UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
- Players Fall Down Randomly—Choose the "Zone 4-UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

- Invisible Stadium—Choose any team and change any player's name to "CATCH22".
- Invisible Walls—Choose the "Zone 4— UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- Black Line Mode—Choose the "Zone 5— CONCACAF" league, select the Canada team and change any player's name to "MARC".
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- Access Road to World Cup, Round 2— Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- Unlimited Player Attribute Points— Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C + C♠ + Z. A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press A to view it.

FORSAKEN 64

Secret Codes

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- Turbo Crazy Mode—B, B, R, Up, Left, Down, Ca, Ca
- Psychidelic Mode—A, R, Left, Right, Down, C♠, C♠, C♥
- · Wireframe Mode-L, L, R, Z, Left, Right, CO, CO
- Gore Mode—Z, Down, C♠, C♠, C♠, C♠, CO, CO · Stealth Mode-Up, Up, Up, Up, Right,
- Down, Co, Co · Infinite Primary Weapon-A, R, Z, Right,
- C♠, C♠, C♥, C♥ • Infinite Secondary Weapon-B, B, Z,
- Left, Left, C, C, C, C € · Infinite Weapon Energy-L, Z, Left,
- Right, Down, Down, C♥, C♥ Infinite Titans—A, B, L, Up, Up, C[®], C[®],
- CD Infinite Solaris—B, L, L, Z, Up, Down, C.
- Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down
- Freeze Enemies—R, Z, Right, Right, C. CO, CD, CO

GOLDENEYE 007

Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

- 1) Hold L + R and press C●
- 2) Hold L and press C
- 3) Hold L + R and press Left on the D-pad
- 4) Hold L and press Right on the D-pad 5) Hold R and press Down on the D-pad
- 6) Hold L + R and press C[●]
- 7) Hold L and press C
- 8) Hold L + R and press Right on the D-pad
- 9) Hold L + R and press C♥

10) Hold L and press Down on the D-pad If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen. **Cheat Options**

Each stage in GoldenEye will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of

 To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.

the cheat options:

- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
- · To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
- To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty set-
- To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty set-
- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
- · To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
- · To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the
- "Agent" difficulty setting. · To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the
- "Secret Agent" difficulty setting. · To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00
- Agent" difficulty setting. To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at
- the "Agent" difficulty setting. · To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at
- the "Secret Agent" difficulty setting. To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00
- Agent" difficulty setting. · To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the
- "Agent" difficulty setting. To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
- To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

Cheat Menu

During the game, press START to pause. When the "Paused" menu appears, quickly press C[®], C[®], C[®], C[®]. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

Clipping (walk through walls)—Press C 20 times, then Co

Visit (stage select)—C, C, C, C, C, C, C,

Butcher (kill all enemies in the area)—C, C♠, C♠, C♠

Health (refill health)—C, C, C, C, C, C Collect All Keys—C®, C®, C®, C® Collect All Artifacts—C®, C®, C®, C® Collect Puzzle Items—C®, C®, C®, C®,

IGGY'S RECKIN' BALLS

Secret Codes

CD, C♥, C♥

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS—Unlocks all but one of the secret characters

GOOEYGOOGOO-"Slime Mode" (all tracks are gooey)

ICEPRINCESS-"Ice Mode" (all tracks are slippery)

GOBABY—Gives you a maxed-out turbo meter 2TIMES-2X Turbo Mode (turbo boosts

last twice as long) NONSTOP—"Roll Mode" (constant turbo) SWOPSHOP—Randomly switches the char-

acters' accessories (hair, glasses, spikes, ROLFHARRIS—Activates the black-&-white

"Pencil Sketch" mode 2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode" TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics"

(super jumping, no grappling) JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C. C♠, C♠, C♠, C♠, C♠, C♠, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

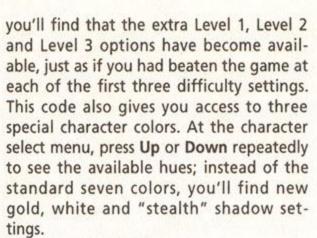
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful allstar teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training". Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and



More Bonus Options

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available. See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits

sequence. Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down on the D-pad when you press a button to select your character as follows:

Castle Stage—Hold **Up** and press **B** Jungle Stage—Hold **Up** and press **C●** Spaceship Stage—Hold Up and press C● Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C♥ Helipad Stage—Hold Up and press C♥ Bridge Stage—Hold Down and press B Dungeon Stage—Hold **Down** and press **C●** Street Stage—Hold **Down** and press **C** Dojo Stage—Hold Down and press A Spinal Ship Stage—Hold Down and press

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B** Maya Tune—Hold Up and press C€ Glacius Tune—Hold Up and press C● Tusk Tune—Hold Up and press A Fulgore Tune—Hold Up and press C♥ Orchid Tune—Hold Up and press C® Jago Tune—Hold Down and press B Gargos Tune—Hold **Down** and press **C** ● T.J. Combo Tune—Hold Down and press C

Kim Tune—Hold **Down** and press **A** Spinal Tune—Hold **Down** and press **C**♥ Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing Co; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick. Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press A, C. Down, Up, C, R, R, B, C, C, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find that three secret teams have been revealed: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the characterselect screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Bunny Slippers

Enter the following code at the characterselect screen:

- 1) Highlight Koyasha and press START.
- 2) Highlight the Executioner and press START.
- 3) Highlight Lord Deimos and press START. 4) Highlight Xiao Long and press Quick (A or **B** in the default control configuration).

Enter the following code at the characterselect screen:

- 1) Highlight Ragnar and press START. 2) Highlight Dregan and press START.
- 3) Highlight Koyasha and press START.
- Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces Enter the following code at the characterselect screen:

- 1) Highlight Al-Rashid and press START.
- 2) Highlight Takeshi and press START.
- Highlight Mordos Kull and press START. 4) Highlight Xiao Long and press START.
- Highlight Namira and press START. Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team. Create a player named "SEVENTIES" to
- access the All '70s team.
- · Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team. Create a player named "LEI" to access
- the '97 Conference B team. Create a player named "STATS MEN" to
- access the All-Time Stats Leaders team. Create a player named "ELEC ARTS" to
- access the EA Sports team. Create a player named "TIBURON" to ac-
- cess the Tiburon team. Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to access the Tiburon Sports Complex. See the Ending

When the EA Sports logo appears, hold L+ R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/ World Series/HomeRun Derby"-tap all

four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

- · Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
- · Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MIKE PIAZZA'S STRIKE ZONE Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Today's Game" screen:

- · Aluminum bats-L, R, L, R, B, L, B, A, Right
- Red bats-L, R, L, R, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A
- Activate all options on the Pitch menu— L, R, L, R, C, A, Z, C, R, L

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, CD, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press Ca, R, B, B; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code prop-

- Turbo Mode—C[®], Z, C[®], Z, C[®]
- Big Feet Mode—C♥, R, Z, C♥, C♥ Kids Mode—C♥, C♠, R, L, Z

- C⊕, C⊕, C® C♥, C♠, C♠
- Start with 9mm High Power Gun-R, L,

Start with Uzi Sub Machine Gun—CD.

Start with Mini Rocket Launcher—R, L,

 Start with 7.65 Silenced Pistol—C
 , L, C®, C®, C®

MORTAL KOMBAT 4

Cheat Menu

C, C, C, R, R

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C € + C ♥ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button. Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTS" to see the credits from the end of the game

Fatality When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos 3 Hits-High Punch, High Punch, Low

5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits-High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords Wind Stage—T H W M S B Earth Stage—CNSZDG Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—JYPPHD

Bridge of Immortality—Q F T L W N Qhan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground-hold A to warp to the battle with Quan Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press CD, C. A, B, C. C. C. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick



away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian. Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in twoplayer mode.

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

Stage Select

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motarofollowed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's Co, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate un-

limited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C®, C®, C®, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", thenwhen the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event-including a "Championship Mode" gold medal-you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold

Right, press Pass, Pass Big Head—Hold Up, press Turbo + Pass si-

multaneously

Rooftop Court-Hold Left, press Turbo, Turbo

ABA Ball—Hold Right, press Shoot, Turbo,

Display Shot Percentage—Rotate the Dpad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at

the bottom of the screen. Baby Sized Players—025

No Music-048

Tournament Mode—111

Fast Passing—120 Stealth Turbo—273

Max. Speed—284

No Pushing—390

Unlimited Turbo—461 Hyper Speed—552

Max. Blocking—616

Quick Hands—709

Max. Power—802

Goaltending Allowed—937 Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following spe-

cial guests:

Hardaway—AHRDWY 0000

Amrich—AMRICH 2020 Bardo—BARDO 6000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Thompson—DANIEL 0604

Roan—DANR 0000

D. Robinson—DAVIDR 0000 DiVita-DIVITA 0201

Olajuwon-DREAM 0000

Ferrier—EDDIE 6213

Elliot—ELLIOT 0000

Geer—EUGENE 6767 Ewing—EWING 0000

Hill—GHILL 0000 G. Robinson-GLENNR 0000

Grant—HGRANT 0000

Rivett—JAMIE 1000 or MUNDAY 5432

Japple-JAPPLE 6660

Skiles—JASON 0729

Carlton—JC 0000

Hedrick-JFER 0503

Hey-JONHEY 6000

Johnson—JOHNSN 0000

Kemp—KEMP 0000

Kidd-KIDD 0000

Boon-KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010 Mednick-MEDNIK 6000

Miller-MILLER 0000

Minifee—MINIFE 6000

Morris-MORRIS 6000

Tobias—MORTAL 0004

Mutombo-MOTUMB 0000 Muresan—MURSAN 0000

Vinikour—MXV 1014

Ehrlich—NICK 7000

Fitzgerald—PATF 2000

Perry—PERRY 3500

Pippen—PIPPEN 0000

The tournament locations listed below are the arcades that were used to rank the players accordingly:

Gametime Arcade 664 S. Picket St. Alexandria, VA 22304 (703) 823-9505

Southern Hills Golfland 12611 Beach Blvd. Stanton, CA 90680 (714) 895-5613

Super Just Games 557 Waukegan Road

Rice-RICE 0000 Rodman—RODMAN 0000 Root—ROOT 6000 Liptak—SHAWN 0123 Smits—SMITS 0000 Oursler—SNO 0103 Stackhouse—STACKH 0000 Starks—STARKS 0000 Turmell—TURMEL 0322 Webb-WEBB 0000 Webber-WEBBER 0000 Funk—NFUNK 0101

Mourning—MOURNG 0000

Quinn-QUIN 0330

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret charac-

TURMEL—0322 SAL-0201

JAPPLE-6660

JENIFR-3333

LUIS-3333 DANIEL-0604

JASON-3141 ROOT-6000

BRAIN-1111

GENTIL-1111 RAIDEN-3691

ROOT-6000 SHINOK-8337

SKULL—1111

THUG-1111 FORDEN-1111

CARLTN-1111

VAN-1234

BILLZ-0526

ZZ-1221 JIMK-5651

MARKA—1112 ED-3246

TODD-1122

MITCH-4393

JOHN-5158

JOSH-4288

RYAN-1029 BETH-7761

BRIAN-0818

GRINCH-2220 PAULO-0517

LT-7777

NICO-4440

GATSON-1111

ROG-8148

MONTY-1836 SHUN-0530

GENE-0310

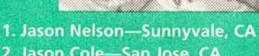
PAULA-0425

DBN-6969 Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-

STREET FIGHTER ALPHA 3 **Tournament Corner**

The following rankings were used to determine top seeds at the Street Fighter Alpha 3 World Championships, held November 7-8 in San Jose at Capcom's Nickel City. Next issue: a complete summary of the tournament, which pitted the U.S. champion against the winner of the SFA 3 Super Battle Tournament held in Japan at the Tokyo Game Show, October 9-10.



2. Jason Cole-San Jose, CA

3. Alex Valle-Westminster, CA 4. John Choi-Davis, CA 5. James Romedy—San Diego, CA

6. Jeff Schaefer—Orange County, CA 7. Tony Ngo—Sacramento, CA

8. Thao Doung—Los Angeles, CA

9. Bob Painter—San Diego, CA 10. Eddie Lee-Queens, NY

Northbrook, IL 60062 (847) 559-8750

Nickel City 9841 Mira Mesa Blvd. San Diego, CA 92131 (619) 271-7300

Eight on the Break 340-346 North Ave. Dunnellen, NJ 08812 (800) 670-8844

For more info on future tournaments, contact these arcades—and tell them you read about 'em in TIPS & TRICKS!



player game unless both players enter the code.

Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense—4-2-1-Up Powerup Offense-3-1-2-Up Infinite Turbo—5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Super Blitzing—0-4-5-Up Hyper Blitz-5-5-5-Up Fast Passes—2-5-0-Left No First Downs—2-1-0-Up No Interceptions—3-4-4-Up No Punting—1-5-1-Up Allow Stepping Out of Bounds—2-1-1-Left No Play Selection—1-1-5-Left Late Hits—0-1-0-Up Turn Off Stadium—5-0-0-Left Tournament Mode—1-1-1-Down Show Field Goal %—0-0-1-Down No Random Fumbles—4-2-3-Down No CPU Assistance—0-1-2-Down Smart CPU Opponent—3-1-4-Down Invisible—4-3-3-Up Hide Receiver Name-1-0-2-Right Big Head—2-0-0-Right Huge Head-0-4-0-Up No Head—3-2-1-Left Team Big Heads—2-0-3-Right Headless Team—1-2-3-Right Team Tiny Players—3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game—2-2-2-Right Weather: Rain—5-5-5-Right Weather: Snow—5-2-5-Down

NFL QUARTERBACK CLUB 98

Weather: Clear—2-1-2-Left

Fog On-0-3-0-Down

Thick Fog-0-4-1-Down

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

GLYTHMD—Giant players S M L M D G T—Tiny players B B M N T B L—Players are tall and thin JPNSMWR—Players are short and fat TRNTDLFR—Passing accuracy is at zero for all quarterbacks BRDWYNMTH—Passing accuracy is at

maximum for all quarterbacks CRLLWYS—Acceleration attribute is at maximum for all players

W L T R P Y T N—Agility attribute is at

maximum for all players STYCKYHNDS—Hands attribute is at

maximum for all players M C H L J N S N—Speed attribute is at

maximum for all players R N L D S W Z N G R—Strength attribute is at maximum for all players

Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players B G B F Y D F—All attributes are at maximum for all defensive players

B G B F Y F F-All attributes are at maximum for all offensive players

LLDFSCK—All attributes are at zero for all defensive players

L L F F S C K—All attributes are at zero for all offensive players SPRTMMD—All players' attributes are

at maximum

PWHYRMN—All players' attributes are at zero

SPRBGRMS—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100

SPRTRBMD—Super turbo mode FRMBYFRM—Slow motion mode DWNDRV—Eight downs instead of four N B C T C K L S—Computer-controlled players don't try to tackle SPRDPRTCKL—Super-duper tackles TGHTGRP—No turnovers GTNHNDS—Nearly every hit causes a

fumble SPRSLYD—Slippery field B G S P R D V—Dive distance is greater L D S T R T R K—Passes appear instantly in receivers' hands

L W Y S T P S S—Passes are always tipped B G T W S T R S—Ball carrier spins and spins until he's tackled

MNFLDMD—All players do the "up and over" dive every few seconds during gameplay

PBYBYMD—All players crawl like ba-

Y L C T R C F B—Players move around like

the old "electric football" games S N W S L D S—Players slide around on their butts

STNTXTM—Access Acclaim, Iguana, NFC and AFC teams

NHL BREAKAWAY 98

Cheat Menu

At the main menu, quickly press Co, Co, C®, C®, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C[®], L, C[®]; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C₃, C₃, C₃, C₃, C₃, C₃, C®, C®, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

See Injured Players for All Teams (Season Mode)

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C[®], C[®], C[®], C[®], C, C, C, C, C, R to unlock it. Now enter the Trainers Room and press Co, Co, Co, CD; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

 Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.

• El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.

 Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding their A buttons will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Modano on the USA team.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the CD button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

Player Size Tricks

At the Options menu, hold the Co, Co or C♥ button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C® button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the C® button and press R until the third digit of the "Specials" option is "1".

Giant Players—Hold the C[®] button and press R until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the C® button and press R until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the C® button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press Co nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.

Frequent Fight Mode

At the Options screen, hold the L button and press C♠, C♠, C♠, C♠, C♠, C♠, C♠, CD, Cd. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press the B button to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

 50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C, C, C, C, C.

 Level Select—Press Down, Up, C[®] Down, C, C, Down, C, you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.

· "Game Boy Mode"-Press Up, Down, Right, C[®], Down, Up, Left, C[®], Up, Down · Demo Mode-Press Left, Right, Up,

Down, C[®], C[®], C[®], C[®], Left, Right, Up, Down, C[®], C[®], C[®], C[®], Left, Right, Up, Down, Co, Co, Co, Co.

Instant Power-Ups

At any time during the game—not while paused-you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—Down, Left, C, C € Two-Way Weapon—Up, C, Up, C Three-Way Weapon—Right, Right, C, C♥ Four-Way Weapon—Down, Down, Up, C● Radiation Spray—Up, Down, C®, C® Speed Up-Left, Left, Right, Right, C® Flamethrower Weapon-Down, Right, Down, Right, CD

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P G92WVCQY0DRDQ

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C[®], press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.

2) Choose "Setup;" at the setup screen, hold Co, press Z, release both, tap Up on the D-pad, then press B to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold C®, press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.

4) At the Select Car screen, hold C®, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/ Controls/Audio"):

 To disable the in-game timer, hold Z and enter the following code: Hold C♥, press C♠, release both, hold C♠, press C♥.

 To disable the automatic abort feature, press C four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.

• To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press CD, then release both and press CD, C, C, Z.



 To change the game's detailed polygon textures into flat shades of color, hold CD, press L, release both, press Z, hold CD, press L, release both, press Z.

 When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold Co, press Co, release both, hold Co, press Co.

. To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.

- To turn the courses upside-down, press Up, Right, Down, Left, Down, Right, Up, Left.
- To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C®, press C®, release both, hold C®, press C♥. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold Co, press Co, release both, hold C♥, press C♥. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold CD, press CO, release both, hold C_●, press C_●. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold C® and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press C⊕, C⊕, Z, C⊕, C⊕, Z, C⊕, C⊕.
- To change the color of the fog in the game, hold Z and press C three times; repeat the code to get different colors. Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then Co, Co, L, R, Z, then Left on the D-pad, CD, Up on the analog joystick, B, Right on the D-pad, Co, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "_Wampa_ _Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu appears, hold $L + R + Z + C \odot + C \odot + C \odot + C \odot + Left$ on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the rightnot all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level

 Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C + C + C + C; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa_ _Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under

"Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C** and press Up, then press C repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press Co to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold Co and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press Co to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold CD and press Right on the Dpad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press CD to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold C● and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.
- In the "Imperial Freighter Suprosa" stage, hold CD and press Right on the Dpad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C**® and press Right on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu op-

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller

plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down. Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C → + C → and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C♥ + C♥ and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

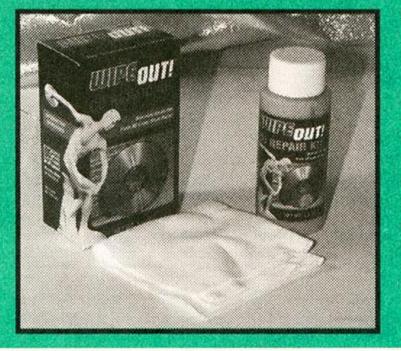
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—A, Left, Left, C♥, A, Right, Z
- Access All Tracks (except Mirror Tracks)— A, Left, Left, Right, Down, Z
- · Access Mirror Tracks-Right, Up, Left, C♥, Right, Down, Z
- Access Milk Truck—Down, A, Right, Z, Right, Up, C♥



WIPE OUT! CD REPAIR KIT

TIPS & TRICKS recently tested out the Wipe Out! CD Repair kit from Esprit Development Corp.; it's a polishing compound which is specifically designed to repair compact discs that are unplayable due to excessive scratches. We were surprised at the results; audio CDs that "skipped" were restored to their original playability, and some CD games that we were not able to load suddenly started working again. Unlike those \$500 machines that refinish damaged CDs with entirely new surfaces, the Wipe Out! solution contains a very mild abrasive that smoothes a CD's existing surface, eliminating the deep scratches that can cause the laser in your CD player or game system to track music or digital data incorrectly. We've actually seen video game stores with special sections of used CD games that are marked down dramatically because of heavy scratches; with this stuff, you can bring those nonworking discs back to life for an affordable price!





Access Helmet Car—Up, Up, Z, B, A, Left,

- Access Ice Cube Car—C®, Up, B, Right, A, CV, A, Right
- Access Beach Ball Car—B, B, A, Left, Left, C♥, A, Right
- Access Mirror Cars—Right, Up, Left, CT, C, A, Right, Z. With this code in place, press Co at the Car Select screen to change any car into a mirror-textured vehicle.
- Non-Blur Mode—B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."
- ZBuffer Mode—C®, Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press Co, Right, Down, Z. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

R B N S M T H—Invincibility THSSLKSCL—Spirit Mode C M G T S M M G G T S—All Weapons * B L L T S R R F R N D—Unlimited Ammo * FRTHSTHTTRLSCK—Infinite Lives GRGCHN-Big Head Mode ** D N C H N—Tiny Enemy Mode DLKTDR—Pen and Ink Mode LLTHCLRSFTHRNB—Purdy Colors S N F F R R—Disco Mode (enemies don't attack)

CLLTHTN MTN—Quack Mode T H B S T—Gallery (view the characters) FDTHMGS—Show Credits ***

NSTHMNDNT—Show Enemies (on the map)

(* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RB-NSMTH" code.)

(*** This cheat is also activated by the "RBNSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick

Anubis—3-D, → > ↓ \ \ \ \ + High Punch + Low Kick

Pagan—From 1/2 screen distance, ← → + Tak—← K ↓ ¥ → + Low Punch + High

Kick Maximus—Hold 3-D, press → → + High

Punch + Low Punch CY-5—From 1/2 screen away, ← ← + High Punch

Warhead—Far away, 3-D, → ¥ V ← + High Kick

Voodoo—From 1/2 screen away, ← → + Low Punch

Vallah—In close, → → + Low Kick Kabuki Jo—At sweep distance, ← ∠ ↓ ъ

→ + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first War Gods title screen—not the one with the "Start/Options" menu on itquickly press Co, Co, Right, A, B, Co, Co. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

At the first War Gods title screen—not the one with the "Start/Options" menu on itquickly press Right, Right, Right, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on-and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press L or R to highlight a player; that player

will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the CD button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the Co, Co or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C® button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C® button and press R until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "11". Tiny Players—Hold the C[®] button and

cials" option is "1". Giant Players—Hold the C® button and press R until the fourth digit of the "Spe-

press R until the third digit of the "Spe-

cials" option is "1". Short, Fat Players—Hold the C button and press R until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the C® button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press Co nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Trade Players

At the Options screen, hold the L button and press C♥, C♥, C♠, C♠, C♥, C♥, C♠, C♠, C♠; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C® button ten times. A secret "Modify Teams" menu

will appear. Use the D-pad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use Up or Down to highlight the name of the player you want to replace, use Left or Right to highlight the name of the player you want to replace him with. Press A to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats"

Frequent Fight Mode

At the Options screen, hold the L button and press C[®], C[®], C[®], C[®], C[®], C[®], C[®], C♠, C♠. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the L button and press Co, Co, Co, Co, Co, Co, Co, C②, C③. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordigues and Winnipeg Jets-instead of the "super" teams from the original game.

WETRIX

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

Make Waves

Once you have earned the green background as described above, hold the C® button at the main menu to create a waterspout—or C® to create a vortex—which you can move around the screen with the analog stick.



3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie EGYPTAAA—Egyptian movie

ARMYAAAA—Army movie MAZEAAAA—Ending sequence

When you highlight "End" and press X, the

scene you selected will appear.

ADVANCED DUNGEONS & DRAGONS IRON & BLOOD: WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold L1 + L2 + R1 + R2 + Up and press X

The Lord of Chaos—Press Up, Down, then roll the D-pad from Up to the Down/Left position and press $\triangle + \times$ simultaneously. (Like this: $\uparrow \downarrow \uparrow \land \leftarrow \lor \triangle + \times)$

The Avatar of Order—Hold Left and press □, then press Right + O simultaneously

Count Strahd von Zarovich-Press Up, then roll the D-pad from Right to Down, then press Left, R1, R2, L2, L1

AIR COMBAT

Secret Loading Screen

Hold the R1 and O buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar-the dragon character from Namco's classic Dig Dug arcade game-will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and O) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure

999,999,000 Credits

At the special CD loading menu, quickly press Down, \bigcirc , \triangle , \triangle , \triangle , \bigcirc , \triangle , \bigcirc , \triangle , then press O+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from Dig Dug appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1-continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, O, O, \triangle , \triangle , \triangle —continue to hold the \triangle button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now guit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS

Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

Shrink the Rotofoil

XOXXOX XXXXXX

 $XX \triangle \triangle XX$

 $\square \times \times \times \times \square$ XDDDDX

Upside-down playfield

 $X \square \square \square \square X$ $\square \times \times \times \times \square$

 $XX \triangle \triangle XX$

XXXXXX

XOXXOX

Must score in your own goal to win

 $XXXX \square X$

OXXOX $\times \triangle \times \times \times \Box$

 $XX \triangle XX \square$

 $\times \times \times \times \square \times$

Play as the Master Blazer, Xarta

XOOOX OXAXO

ΟΔΧΔΟΠ

OXAXO

XOOOX

Play "Classic Ballblazer"

 $\square \square \times \times \times \times$

000000

 $XX \square \square XX$

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos Lunge Grab—→ → + Punch

Hop Kick—→ → + Kick

Uppercut—↓ ¥ → + Punch

Sliding Kick—↓ > + Kick Roundhouse Kick—← → + Kick

Block-Hold Punch + Kick (Move D-pad to evade)

Taser Combo-With taser, Hop Kick, Hop Kick,

Hop Kick (repeat)

Long Combo-Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch

Flick-Flack—→ → + Kick Flash Kick—↓ ¥ → + Kick

Reverse Flash Kick—← → + Kick

Jump Kick—Jump, Kick (no kidding)

Twist Kick—Jump, ↓ + Kick

Block—Hold Punch + Kick (D-pad to evade) Taser Combo-With taser, Flick-Flack, Flick-

Flack, Flick-Flack (repeat) Long Combo-Flash Kick, Punch, Punch, Kick,

Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

· If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

· If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

· When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.

 At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN

Play as Gaia

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ∠ ← + □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

Play as Sho

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press $\rightarrow \leftarrow \rightarrow \leftarrow + \square$ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down on the D-pad and press any action button. To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"-setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in Toshinden also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiji: $\uparrow \downarrow \uparrow \downarrow \rightarrow \leftarrow \rightarrow \leftarrow + \triangle + \bigcirc$ Kayin: → ¥ ↓ ← K ← → ← + ○ + X Sofia (1): $\rightarrow \lor \lor \lor \to \leftarrow \lor + \triangle + \times$ Sofia (2): $\forall \forall \forall \forall \forall \forall + \land + \bigcirc$

Rungo: 7↑ K ← K → ← ↓ + △ + ○ Fo (1): → 7 ↑ K ← + □ + ○

Fo (2): \rightarrow \lor \lor \lor \rightarrow \leftarrow \lor + \triangle + \times Fo (3): $\times \Box \triangle \bigcirc \leftarrow \rightarrow \leftarrow \rightarrow + \triangle + \bigcirc$ Mondo: $\rightarrow \nearrow \uparrow \land \leftarrow \rightarrow \lor \downarrow + \triangle + \bigcirc$

Duke: > + & + > + □ + ○ Ellis (1): → 7 ↑ K ← + □ + ○

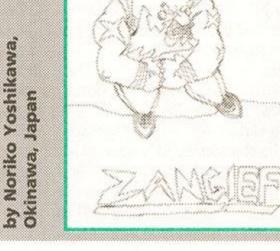
Ellis (2): ¥ ↓ × ↓ × ← → ↓ + △ + ○ Gaia: > ↓ K ↓ > ← → ↓ + △ + ○

Sho: ↓→ オ↑ K ← ↓ + △ + X

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ∠ + X on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the

Reader And Galeny



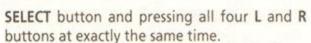




by Chris Sculthorpe, AL Anniston,



by Eric Fish, Westerville, OH



Easy Special Attacks at Any Difficulty Setting Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press $\rightarrow \leftarrow \rightarrow \leftarrow + \square$ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy". Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise

L2: Tilt backward

R1: Rotate clockwise

R2: Tilt forward

To access additional camera controls, press the START button on Controller 1 to pause the game. While the "Pause" menu is on the screen, hold all four action buttons ($X + \Box +$ \triangle + O) and press **SELECT** once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press SELECT one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left

R1: Pan right

D-pad Up: Pan up

D-pad Down: Pan down

L2: Zoom in

R2: Zoom out

Pressing the SELECT button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press SELECT on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

BATTLE ARENA TOSHINDEN 2

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press R1, L2, X, L1, R2, O before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

Boss Code 2

With Boss Code 1 in place as described above, return to the title screen; while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press O, R2, L1, X, L2, R1 before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select

screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

Camera Controls

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original Battle Arena Toshinden game; the only difference is that you can't pan left or right.

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, \triangle , \times , \square , START. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, \triangle , \times , \times , \triangle , Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BIO FREAKS

First-Person View

During a match, hold L2 + R2 and point the Dpad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player Combat game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \triangle , \triangle , \triangle , \bigcirc .

Acquire Wingman

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \square , \square , \bigcirc . Maximum Weapons

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, L1, L2, R1, R2. Upgrade Gun

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, SELECT, SELECT. Upgrade Current Weapon

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, L1, L1, R1, R1. Complete Current Mission

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \triangle , \triangle , \triangle , Down, Down, Down.

BLOOD OMEN: LEGACY OF KAIN

Refill Energy

At any time during the game—not while paused—enter any of the following codes as

 Refill Energy—Press Up, Right, □, ○, Up, Down, Right, Left.

 View All FMV Scenes—Press Left, Right, □, O. Up, Down, Right, Left. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the

BLOODY ROAR

Bonus Modes

To unlock the options at the "Bonus Modes" menu, you must accomplish the following:

- Clear the game using no continues at Level 4 difficulty or higher to unlock "Big Arm
- Clear the game with Yugo at Level 4 difficulty or higher to unlock "No Gauge Mode"
- Clear the game with Alice at Level 4 diffi-
- culty or higher to unlock "Camera Mode" Clear the game with Long at Level 4 diffi-
- culty or higher to unlock "No Lighting Mode" Clear the game with Gado at Level 4 diffi-
- culty or higher to unlock "No Guard Mode" Clear the game with Mitsuko at Level 4 diffi-
- culty or higher to unlock "No Wall Mode" Clear the game with Fox at Level 4 difficulty or higher to unlock "Wall Display Off"
- Clear the game with Bakuryu at Level 4 difficulty or higher to unlock "Vitality Recover"
- · Clear the game with Greg at Level 4 difficulty or higher to unlock "Small Stage"
- · Beat 10 opponents or more in a row in Survival Mode to unlock "Big Stage"
- Clear the game with all characters at Level 4 difficulty or higher to unlock "Afterimage Mode"
- Beat all opponents in Time Attack mode in less than 10 minutes to unlock Alice's Sailor costume

BOGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold L1 + L2 + R1 + R2. When the game starts, press SELECT to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press Left, Left, Right, Down, Up, Down, Right, SELECT. You'll hear a shout and all of the fighters will become available for you to choose.

Access All Missions

At the Mission Select map in Mission mode, just press Up, Down, Down, Right, Left, Down, Up, A. You'll hear a shout and all of the missions will become available for you to

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUBSY 3D

Cheat Codes

Press at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

XMUCHOLIFE—99 lives XTOOROCKER—Have all rockets XLVLCHTMSB—Access all levels X Z O O M M E R K B—During the game, hold Left on the D-pad and press START to warp to a different location in the current stage

X A L L D B U G C R—Activate all of the above cheats at once

X B N S C H T M M M—Play bonus round X U R A S N A K E R—Bubsy w/black T-shirt & eyepatch Voice Test

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

BUBSYHITXA

BUBSYBOPXA

BUBSYCNTXA BUBSYDOGXA

BUBSYCARXA

BUBSYGLDXA BUBSYHIHXA

BUBSYIDLXA

BUBSYPOWXA BUBSYSCRXA

BUBSYUFOXA

BUBSYH2OXA

BUBSYWOOXA BUBSYWOLXA

BUBSYWORXA

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the X button as quickly as you can. Pressing X four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the X button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits. Another World

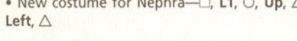
At the title screen—while the words "Press Start" are flashing-press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

CARDINAL SYN

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing: Unlock all characters except Syn and Kron—

- L1, R2, R1, □, Down, ○, Down, L2, □, □, □, □ Unlock Syn—R1, Right, R2, □, R1, Down, R1, R2, R2, O
- Unlock Kron—L2, L2, Up, Up, Up, Left, Down, Up, O, L1 New costume for Orion—R2, Down, Down,
- O, □, □, R2 New costume for Nephra—□, L1, ○, Up, △,





by David Shaw, LaSalle, Quebec Shaw, David



. Almond, MI Ypsilanti,



Trinidad San Antonio, TX Brian R. ģ



by Jeremy Clark, Giessen, Germany Clark,



- New costume for Juni—Down, □, Down, L2, Down, Down, Down
- New costume for Syn—O, O, O, L1, R1, O,
- Infinite Magic—Right, Right, Right, Left, △, Left, Left,
- Allow dismemberment in any round—Up, Up, Right, Right, Left, ○, ○, Down
- See characters' ending sequences instead of opening sequences— \triangle , Right, \triangle , Right, \triangle , \triangle , R2, R1, L1, L2, \triangle , \triangle

CODENAME: TENKA

Access All Weapons

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press \triangle , R1, \triangle , \square , R1, O, D. Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

Stage Select Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press \bigcirc , \bigcirc , \square , \triangle , R1, \square , \triangle , \bigcirc . Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up, ○, Up, Down, Up, Right, △. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—Left, \triangle , \bigcirc , \bigcirc , Up

Max. Power— \triangle , Down, \triangle , Right Power-Up Goaltending-Down, Down, Down,

Up, Up, Up

Power-Up Fire-Left, Right, Left, Right, Up, Down, Down

Power-Up Turbo—Down, △, Down, Down,

Power-Up Offense-Right, Up, Down, Down,

Power-Up 3-Pointers—Up, Up, Up, \triangle , \triangle , \triangle Power-Up Dunks-Down, Up, Down, Up, Down, Up

Power-Up Push—Up, △, Up, ○, Up, Up Push an opponent and both fall-Up, Left, Left

Push an opponent and only his teammate falls—Down, △, Down, △, Down, △ High Shots-Up, Up, Up, Up, Up, Up, Down Speed-Up-Right, Right, Right, Right, Right, Right, Left

Whirlwind-Up, Right, Down, Left, Up, Right,

COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear:

Enter "Hestas*Retort" for infinite energy.

- Enter "Commander*Jeffer" to access all lev-
- · Enter "Tranquillex" to get super-cooled weapons.
- · Enter "Memo*X33RTY" for infinite secondary weapons.

COLONY WARS: VENGEANCE

Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they ap-

- Enter "Demon" to access a stage-select option
- Enter "Vampire" for infinite energy
- Enter "Avalanche" for infinite Afterburner • Enter "Chimera" for infinite Secondary
- weapons Enter "Hydra" for 99 upgrade credits
- · Enter "Dark*Angel" for super-cooled
- Enter "Tornado" to access all weapons
- Enter "Thunderchild" to access all fighters
- Enter "Blizzard" to activate all of the above cheats
- · Enter "Stormlord" to turn all active cheats off

COMMAND & CONQUER

Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

Power-Up Codes

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested as follows:

Ion Cannon-Right, Down, Left, Left, Down, Right, Right, Down, Left, \times , \square , \triangle

Air Strike-Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, ○

Extra \$5,000-Right, Down, Down, Left, L1, Left, Right, Down, Left

Reveal Entire Map—O, O, O, Up, O, □, R1, O, 0,0

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Passwords

GDI Level 5-AS6A7AN1D

GDI Level 6-0 X 3 C S 3 D 4 G

GDI Level 7—Y L X G J X L E 1 GDI Level 8-V 2 6 4 N Y U E 6

GDI Level 9—N X 7 Q G 3 4 8 E

GDI Level 10—OXBBAIRY4

GDI Level 11—B 9 J U O 3 8 E S

GDI Level 12—1 4 A K N X O B 0

COMMAND & CONQUER: RED ALERT

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the X symbol, press the O button, highlight the O symbol, etc.

- 1,000 Credits—□, □, ○, X, △, ○
- Atom Bomb—O, X, O, △, □, △
- Chronoshift—△, ○, ○, □, □, ×

- Parabomb—□, X, O, O, X, △
- Reveal Entire Map—□, △, ○, X, △, □
- Win Current Level—X, □, □, ○, △, ○

COMMAND & CONQUER RED ALERT: RETALIATION

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press \(\Delta \) to access the sidebar, then highlight the symbol, press the obutton, highlight the X symbol, press the O button, highlight the O symbol, etc.

- Invulnerability— \square , \times , \bigcirc , \times , \triangle , \triangle
- 1,000 Credits—X, X, □, O, O, O
- Atom Bomb—O, X, O, O, X, □ Chronoshift—□, O, △, X, O, O
- Parabomb—X, X, X, O, △, □
- Reveal Entire Map—△, △, X, ○, △, □
- Win Current Level—O, O, △, X, X,
- Lose Current Level—O, X, O, □, □, X
- "Soylent Green mode" (harvest people instead of ore)— \square , \times , \square , \times , \square , \times
- Replace generic "civilians" with real names— \square , \square , \bigcirc , \bigcirc , \triangle , \triangle

COOL BOARDERS

Funny Announcer

Choose "Options" from the main menu, then press the SELECT button 55 times at the Options screen (or 40 times if the word "Replay" is not highlighted); you'll hear a signal to confirm. Now the announcer's voice is highpitched.

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

Passwords

Level 1—EFLCIFCGKJ Level 2—IFLCIFCCKI

Level 3-MFLCIFCOKJ

Level 4—AFLCIFCKKJ

Level 5—FHCLFIGCJL Level 6—FLCLFICCIL

Level 7-FPCLFIOCJL

Level 8—FDCLFIKCJL

Level 9—KFLCIFCGII Level 10—OFLCIFCCII

Level 11—CFL CIFCOIJ

Level 12—GFLCIFCKIJ

Level 13-FFCLFIGCJJ

Level 14—FJCLFICCIJ

Level 15—FNCLFIOCJJ

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys col-

 $\triangle \triangle \triangle \triangle \times \Box \triangle \triangle$ ΔΔΟΧΔΟΔΔ $\triangle \bigcirc \Box \triangle \times \times \times \times$

CRASH BANDICOOT 2 **CORTEX STRIKES BACK**

10 Extra Lives See that little polar bear sitting in front of the

door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra

CRITICAL DEPTH

Cheat Codes

These codes should be entered quickly during gameplay:

- Invincibility—L1, R1, L1, R1, Up, Down, Left,
- Mines—Hold R2 and press Right, Left, Down · Quad Damage-R1, R2, R1, R2, Up, Down,
- Drop Pods-L1, R1, L1, R1, Up, Down, Left,
- Surface Mine—Hold R2 and press Right,
- Left, Down Stun Blast—Hold R2 and press Right, Left,
- Infinite Weapons—L1, R1, L1, R1, Up, Down, Left, Down

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUR

DEATHTRAP DUNGEON

Stage Select

At the main menu, press L1, R1, \triangle , \triangle , \square , \bigcirc , R1, L1; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it-albeit without any items.

DESCENT

Cheat Codes

Each of the following codes can be enteres at any time during gameplay-not while the game is paused. Some of the codes can be deactivated by entering the same code again. Turbo Mode—Press \square , \triangle , \bigcirc , \square , \bigcirc , \times , \square , \times , \bigcirc ,

 \triangle , \square , \times Shield Recharge—Press \triangle , \triangle , X, \square , \triangle , \bigcirc , \triangle ,

 $X, \square, X, \triangle, X$ Bright Display—Press \square , \triangle , \bigcirc , \square , \square , \times , \bigcirc , \triangle , \square , \bigcirc , \times , \triangle

Invincibility—Press \square , \triangle , \bigcirc , \square , \square , \triangle , \bigcirc , \bigcirc , \square , \triangle , \square , \times Access All Keys—Press \square , \times , \bigcirc , \triangle , \times , \triangle , \wedge , \times ,

 \triangle , \times , \triangle , \times Access All Weapons—Press \triangle , \square , \bigcirc , \times , \triangle , \square ,

X, ∆, □, X, O, □ Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): \triangle , \square , \triangle , \bigcirc , \bigcirc , \bigcirc , \square , \square , \triangle , \bigcirc , \square , \square . The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

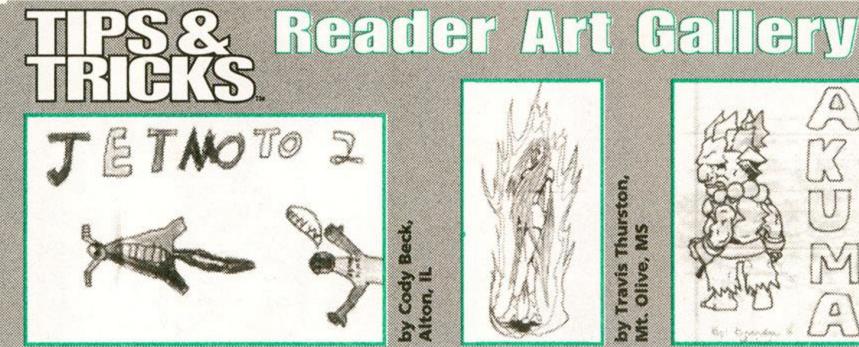
DESCENT MAXIMUM

Cheat Codes

Enter the following codes during gameplay (not while paused): All Weapons, Energy and Shields— \square , \triangle , \bigcirc , \square ,

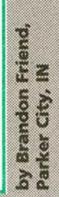
 \triangle , \square , \times , \square , \bigcirc , \triangle , \square , \times All Keys— \Box , \triangle , \times , \triangle , \bigcirc , \triangle , \times , \triangle , \times , \triangle , \Box , \times Invincibility— \triangle , \times , \triangle , \bigcirc , \times , \triangle , \square , \times , \triangle , \times , \bigcirc ,

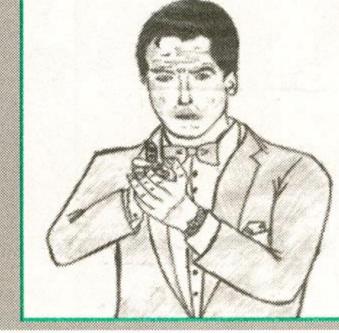
Cloak—X, \triangle , \bigcirc , \square , \bigcirc , \triangle , \square , X, \triangle , X, \triangle , \bigcirc Full Shields— \triangle , \times , \bigcirc , \square , \times , \bigcirc , \triangle , \square , \times , \bigcirc , \square Go Wingnut— \triangle , \square , \bigcirc , \triangle , X, \square , \triangle , \bigcirc , \square , \triangle , X, O











by Luke Shelton, S. Lake Tahoe, CA



Robots Move Fast, but Fire Slow— \triangle , \times , \square , \square , \triangle , \bigcirc , \square , \times , \bigcirc , \square , \triangle , \bigcirc

Colors— \triangle , X, O, \triangle , \square , O, X, \triangle , X, \triangle , O, X More Colors— \square , \triangle , O, \square , \triangle , \square , X, \triangle , X, \triangle , O, X

All Keys and Open All Levels— \triangle , \square , \bigcirc , \times , \triangle , \square , \triangle , \times , \triangle , \square , \times , \triangle , \square , \times , \triangle

All Accessories— \square , \triangle , \bigcirc , \times , \triangle , \square , \times , \bigcirc , \square , \bigcirc , \times

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On: \triangle , \triangle , L2, R2, L2, R2, R1, \square Map All Things On: \triangle , \triangle , L2, R2, L2, R2, R1, \bigcirc Lots of Goodies!: \times , \triangle , L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): **Down**, L2, □, R1, Right, L1, Left, ○

X-Ray Vision: L1, R2, L2, R1, Right, \triangle , \times , Right Level Warp: Right, Left, R2, R1, \triangle , L1, \bigcirc , \times (press Left or Right to change the stage number.)

DUKE NUKEM: TIME TO KILL

Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SE-LECT, SELECT

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + \triangle ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

Cheat Codes

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible,

stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right**, □, △, □, △, **R1**, **L1**, **R1**, **L1**, ○. When you return to the "Select Level" screen, all of the stages will be unlocked. *Infinite Lives*

During gameplay, press **START** to pause, then press **Right**, \square , \triangle , \square , \triangle , \times .

G.DARIUS

Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the game.

G-POLICE

Infinite Shields

At the "Mission Brief" screen, hold $L1 + R2 + \Box$ and press Left on the D-pad.

Unlimited Ammo

At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad.

GEX: ENTER THE GECKO

Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right, \triangle , Down, Right, Left.

Infinite Lives

During the game, press **START** to pause, then hold the **L2** button and press **Up**, **Up**, **Down**, **Right**, \triangle , **Down**.

Stage Timer

During the game, press START to pause, then hold the L2 button and press Right, △, Right, Left, △, X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the □ button to see your best times for each level.

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Right, △, Down, Right. When you unpause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or × to cycle between three different menus.

Debug Menu

When you're on the Media Dimension map, press START to pause, then hold the L2 button and press Right, Right, Left, Right, \triangle , Down, Right, Right, \triangle , Right, Left, \triangle , X, Right, \triangle , Right, Left, \triangle , X. When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select

At the main menu, press R2, R1, \square , \square , Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press
at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

 Enter the name "W E Y H E Y" to start with 9,999,990 points.

• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.

• Enter "E A T T H I S" to max out your "Wanted" level.

 Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

HERCULES ACTION GAME

Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers. Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

Practice Stages

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

JUDGE DREDD

Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

! P E M O N ?—Deformed characters ? L O V E S E X Y ?—See the ending ! B E D S T R A W !—10 credits ! E I K K I N—Invincibility

KRAZY IVAN

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press Right, but before the Japan mission information appears, press X + Down/ Left on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

Cheat Codes

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

AMMO: Down, Right, O, Left, Right, O. Select this option to boost your ammo.

HEALTH: Right, Right, Left, Down, Down, Up, \triangle , \bigcirc . Use this option to refill your energy meter.

POWER: Right, Down, Right, △. This option will power-up your weapon.

LIVES: Left, Down, Right, \triangle , \square , \times , \bigcirc . This option gives you one extra life each time you press the button.

SMART: R1, R2, \times , \triangle , \square , \bigcirc , R1, R2, \bigcirc , \bigcirc , \square . Get one extra smart bomb each time you press the button with this option highlighted. SKIP LEVEL: \times , R1, \triangle , R1, \square , \bigcirc , R2, R2, \times , \square , \triangle , \times . Use this option to skip the current level and start on the next stage.

MEGA MAN X4

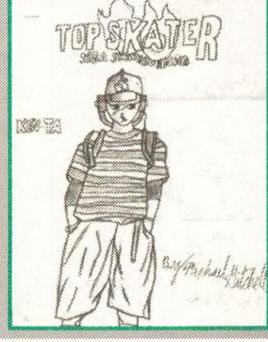
Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game









by Rob Noffke, Deltona, FL



by Jesse Gutien



begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—Left, Right, □, ○, Left, Right, □, ○

Slow down computer cars— \bigcirc , \triangle , \square , \times , \bigcirc , \triangle , \square , \times

Super speed—X, \bigcirc , \square , \triangle , X, X, X, X

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into diffeent objects.)

Debug mode—Up, Down, Down, \square , \bigcirc , \bigcirc , \triangle , X. With the Debug code in place, the following options become available:

- Press □ + + △ + X to make all of the vehicles on the track explode
- . Hold SELECT and move the D-pad to tilt or rotate the camera angle
- Hold SELECT and press L2 or R2 to zoom in or out
- Hold SELECT and press □ to have the computer control your car
- Hold SELECT and press X to end the race with you in first place!

"Name" Cheats When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
- Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press △ when "Finish Him/Her" appears.
- Fatality 2—Press O when "Finish Him/Her" appears.
- Animality—Press L2 when "Finish Him/Her" appears.
- Friendship—Press R1 when "Finish Him/Her" appears.
- Brutality—Press ☐ when "Finish Him/Her" appears.

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats: $\times \times \square \times \times \triangle \triangle$ —Infinite Firewalls

□ X ○ □ X □ ○ □—Infinite weapons $\bigcirc \times \times \triangle \Box \triangle \Box \bigcirc$ —Infinite lives

 $\square \triangle \bigcirc \triangle \times \triangle \square \times -$ Access any level □□□△○△□□—Bonus level access $\times \times \times \square \triangle \bigcirc \times \triangle$ —Enable fifth ship (Speed-

core) $\bigcirc \times \square \triangle \triangle \bigcirc \triangle \bigcirc$ —Activate "water" effect □ △ × △ ○ □ △ ×—Bonuses don't reset

NASCAR 98

when you die

Turbo Mode

At the Game Options menu, hold the O button and press Up, Left, Down, Right; a new "Turbo Mode" option will appear on the screen.

Secret Cars

Keader

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, highlight the "Select Car" option and enter one of the following codes:

- EA Sports car—Highlight the Kenny Wallace car, hold the X button and press Up, Down
- · Pinnacle Trading Cards car-Highlight the Bobby Labonte car, hold the X button and press Up, Down

NBA IN THE ZONE 2

Secret Teams

At the title screen, highlight "Game Start", press and hold L1 + R2 + SELECT, then press and hold START. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams.

NBA LIVE 97

Secret Menu

At the Game Setup screen, press L1, X, X, L1, \times , \square , R1, \times , \square , R1, \bigcirc , then point the D-pad diagonally Up/Right and hold it along with the \triangle and \square buttons for about five seconds. Now set up a game and press START; when the "I Love This Game" loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, \triangle , \times , \square and \bigcirc . A top-secret menu will appear that allows you to perform the following tricks:

- Press START to activate Outdoor Court (SE-LECT to cancel.)
- Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)
- Press Up or Down to toggle "Chameleon Mode" for your player.

Once you've activated any of the tricks, press \triangle + X to start the game.

NBA LIVE 98

Cheat Mode

At the "User Setup" screen, move the controller icon under the team you wish to play as and press Up or Down until you see the words "Start New." Press X, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press O to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. (The "Hallowe'en Team" option has several different settings.) These new options can also be saved to the memory card.

Aqua court-Enter "Seaweed" Chameleon Team (Home)—Enter "Lizard"

Chameleon Team (Away)-Enter "Reptile" Hallowe'en Team (Home)—Enter "Scary" Hallowe'en Team (Away)—Enter "Freaky"

Player Cloaking Home (selected player is invisible)-Enter "Cloak home" Player Cloaking Away (selected player is invisi-

ble)-Enter "Cloak away" Create Player (with) Eyepatch-Enter "Eye-

patch" Create Player (with) Monocle-Enter "Mono-

Create Player (with) EA Toque-Enter "Toque"

NCAA GAMEBREAKER 98

Easter Egg Codes At the main menu, highlight "mem card" and

press Down; a secret "Easter Egg" option will appear. At the Easter Egg menu, enter any of the passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters: SC—Play in all games in Simulator mode

BOOST—Gives season team a boost in Simula-

BEAT DOWN—Gives season team a 99 rating in all attributes

JUMP-Allows you to change teams during a

GIMME—Activates over 30 secret teams, including the GameBreaker 98 All-Stars

BUILDER—Gives a player high attributes in the "Create Walk-On" option

CREDITS—Show credits

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5

seconds flat. Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, O, and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles

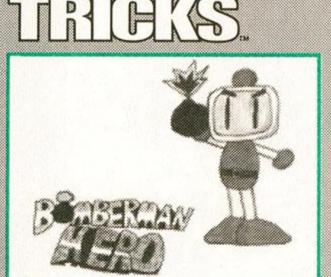
When the "Loading..." screen appears before a race—with the course map on the screen press and hold L1 + R2 + \triangle + O. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four. Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

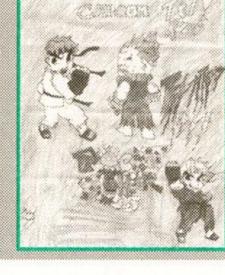
Access Ford Indigo car-LILZIP Access Monolithic Studios track—S H O T M E Upgrade all cars to Pioneer engines—P O W R UP

Secret Vehicles

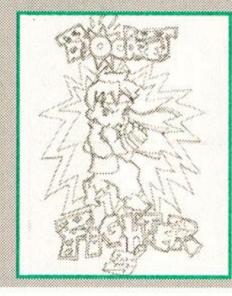
Each of the following passwords will give you



by Alberto Hernandez, Union City, NJ



Ontario



Ivelisse Montes Puerto Hecho



by Zareh Ter-Stepanian Burbank, CA



access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—ARMYME Volkswagon Beetle—B E E T M E BMW-BMRME Mercedes-Benz-B N Z M E Volkswagon Bug—B U G M E School Bus-BUSME Citroen—CITME Shipping Crate—CRATME Pick-up Truck—J E P M E Landcruiser—L C M E Stretch Limousine—LIMOME Log-LOGME Mazda Miata-M A Z M E Outhouse—OUTHME Luxury Sedan—Q U A T M E Semi Truck—S E M I M E Army Truck II—S N O W M E Newsstand—STDAME Covered Newsstand—S T D B M E Souvenir Stand—S T D C M E Monolithic Studios Tram—TRAMME Tyrannosaurus Rex—T R E X M E Van-VANME Volvo Station Wagon-V O V M E Covered Wagon-W A G O M E Jeep Wrangler-Y J M E To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "ARMYME", then enter the password "ARMYU", then start the game.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—MCITYZ AutoCross Hidden Track—XCNTRY Caverns Hidden Track—XCAV8 The Room Hidden Track—PLAYTM Scorpio-7 Hidden Track—GLDFSH Space Race Hidden Track—MNBEAM Activate Jaguar XJR-15—LJAGX Activate Mercedes-Benz CLK-GTR—AMGMRC Activate El Nino-ROCKET All cars and bonus tracks (not hidden tracks)— SPOILT All Camera Views—SEEALL

Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + \times + \triangle Cops Speak With Different Accent—Up + R1 + L2

Cops Speak in German-Up + R2 + L1 Cops Speak in Spanish—Down + R2 + L1 Cops Speak in Italian—Left + R2 + L1 Cops Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message ap-

- . Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- . Hold L2 and the words "NARROW ON" will

appear; now the tracks will be more narrow in Arcade mode.

- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes
- · Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL-0322 SAL-0201 JAPPLE-6660 JENIFR-3333 LUIS-3333 DANIEL-0604 JASON-3141 ROOT-6000 BRAIN-1111 GENTIL-1111 RAIDEN-3691 ROOT-6000

SHINOK-8337 SKULL—1111 THUG-1111 FORDEN-1111

DAVID-3456 AZPOD-4777 FRANC-1221 JUAN-6521 BERT-8735 JOVE-6644

AUBREY-6666 ALLEN-7911 BYRON-1969 FRANZ-8421 BRIAN-2221

Name Record Codes

Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the won/loss records and individual stats of some of the people on the high score tables:

MIKE-3333 CALEB-0916 BYRON-1111 GRINCH-0222 GUIDO-6765 Secret Codes

At the match-up screen just before the game starts-while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense-4-2-1-Up Powerup Offense-3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Super Blitz-4-4-Up Super Blitzing—0-4-5-Up Hyper Blitz-5-5-5-Up Fast Passes—2-5-0-Left Super Passing—4-2-3-Right Unlimited Throw Distances—2-2-3-Right No First Downs-2-1-0-Up No Interceptions—3-4-4-Up No Punting-1-5-1-Up Allow Stepping Out of Bounds-2-1-1-Left No Play Selection—1-1-5-Left Late Hits-0-1-0-Up Turn Off Stadium-5-0-0-Left Tournament Mode—1-1-1-Down Clear Tournament Mode—1-1-1-Up Show Field Goal %-0-0-1-Down No Random Fumbles—4-2-3-Down No CPU Assistance—0-1-2-Down

Smart CPU Opponent—3-1-4-Down

Invisible—4-3-3-Up Hide Receiver Name—1-0-2-Right Unidentified Ball Carrier—5-2-2-Down Invisible Receiver Highlight—3-3-3-Left Big Football—0-5-0-Down Big Head—2-0-0-Right Huge Head-0-4-0-Up No Head-3-2-1-Left Team Big Heads—2-0-3-Right Headless Team-1-2-3-Right Team Tiny Players—3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game—2-2-2-Right Weather: Rain-5-5-5-Right Weather: Snow-5-2-5-Down Weather: Clear—2-1-2-Left

NFL GAMEDAY 99

"Easter Egg" Codes Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, including the spaces: BIG BALLS—Big football BIG HITS—Hits sound more powerful **BLINDERS**—No penalties

BOBO—All players are named Bobo BUNYON—Big players COFFEE BREAK—Extra speed CON MAN—Computer opponent hides pass CPU SCORES—Computer-controlled players

are faster CPU STUFFS—Computer team has stronger, faster offensive line

CREDITS—See the credits DAVIS—Faster running back EGG HEAD—No stamina, more fatigue injuries EURO LEAGUE—All players have European last names

EVEN TEAMS—All players are created equal FLEA CIRCUS—Tiny players GD CHALLENGE—Extra difficulty setting GRUDGE MATCH-Red zone is red, end zone is checkered, field goals are invisible HAMSTRUNG—More hamstring injuries HANGTIME—Punts have longer hang time HOOPS—All players are named after basketball players

HOT SHOT—Computer-controlled players celebrate in the field

ITS IN THE FPS-Game's "frame rate" changes constantly MIND READER—Computer opponent knows

which play you've called PLAYING CARDS—Flat players POP WARNER—Smaller, faster players PRESIDENTS—All players are named after Presidents

PRIME TIME—Computer opponent makes big PUPPETS—Players are controlled by string like

puppets RED ZONE—All players are named after pro-

grammers ROCKET MAN—Ball carrier can use speed

SLIDESHOW—See cheerleaders after a game SKELETON—Play as Skeleton team SPORTS—All players are named after the game's developers

STAMINA—More endurance STEEL LEG—Longer field goals STICKEM—Fewer dropped passes SWIMMERS—Improved "swim" move TELE TUMMY—Players have TV sets in their stomachs

WEAK-Players become fatigued more

NFL XTREME

Cheat Codes

Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool.

 Name the player "BIGHEAD BOBBY" to give all players big heads

- Name the player "COINHEAD COREY" to make the players' heads two-dimensional Name the player "LAMEBOY LENNY" to change the player animation
- Name the player "GEORGE GIRAFFE" to give all players long necks
- · Name the player "BIG BEN" to play with much bigger players

- . Name the player "TINY TOM" to play with much smaller players
- · Name the player "MONKEY MICKEY" to give all players long arms
- . Name the player "SHRIMPY SEAN" to give all players short arms

NHL 98

Secret Codes

Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes:

BIGBIG—Big players **BRAINY—Big Heads** NHLKIDS—Small players

STANLEY-See the Stanley Cup video se-

PLAYTIME—Small players with big heads and big goalies with huge heads

EAEAO—Enable EA Blades team FREEEA—Include EA Players in free agent list 3RD—3rd Jersey (for teams with 3rd jerseys)

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

- Level Select—Hold R1 and press Down, Right, Left, Right, \square , \bigcirc , \square , \triangle , \bigcirc , \square , Right, Left.
- · Movie Select—Hold R1 and press Up, Left, Right, □, ○, △, □, Right, Left, Up, Right.
- · Green Farts-Hold R1 and press Up, Left, Right, \(\subseteq \), \(\times \). Now every time you fart using Gamespeak, you'll see green gas.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven." Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2 Cheat Passwords

All Levels Access—GETACCESS 31 Lives—IMMORTAL Invincibility-NEVERDIE Mutant Mode—GENETICS Permanent Weapon—MAKMYDAY Access to Bonus Levels—SKATBORD Full Health—HORMONES Camera Roll-GONAHURL Regenerating Monsters—JUSTKIDN Strange Textures—ACIDDUDE

PARAPPA THE RAPPER

Rapping Tips

. If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the △ button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the \triangle ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

 One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If



you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PEAK PERFORMANCE

Secret Vehicles

At the Garage Select menu, enter the following code:

1) Highlight "Garage A", hold the L1 button and press O.

2) Highlight "Garage B", hold the L1 button and press O.

3) Highlight "Garage C", hold L1 + R1 and

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

Custom Cars At the Garage Select menu, you can change certain cars by holding the O button as fol-

- Highlight "Garage A", hold and press X; now Car-A03, a convertible, has its top down.
- Highlight "Garage B", hold and press X; now Car-B04 has streamlined headlights and six new colors to choose from.
- Highlight "Garage C", hold and press X; now Car-C06 has a sunroof.

Just for fun, while in any garage you can turn a car's blinkers on if you hold L1 and press R1.

PERFECT WEAPON

Passwords

Garden Moon— $\bigcirc \times \times \triangle \bigcirc \bigcirc \times \triangle$ Forest Moon—O \triangle \square \bigcirc \square \triangle \triangle Desert Moon—○ × × × △ ○ △ △ Proteus Moon—XX \(\times \(\times \) \(\times \)

PERSONA

Extra Character

To add the character named Chris to your party, follow these steps:

1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classrom on the 2nd floor.

2) Check out the room on the 2nd floor.

3) Talk to the student in Classrom 2-1 (the one talking to Mark.)

4) Go to the casino in Joy Street Mall and talk to Mark and his friends.

5) Go to the abandoned factory where you'll meet Chris.

6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."

7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.) 8) Don't allow Brad, Ellen or Alana into your

party. 9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

"Good" Ending To see the game's best ending sequence, you

must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses: 1) "If I stay here I'll be safe!"—Stop!

2) "Why do you guys fight?"—For everyone. 3) "Why do you live?"—For finding the an-

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—METROPOLIS Level 3—DEEPDARK

Level 4—TEMPLEME

Level 5—HOTROCKS

Level 6—GOINGDOWN Level 7—WOWTHATSHOT Kryll Thular Boss—BIGWORMGUY

Level 8—JAILBREAK

Level 9—THUNDERDOMES

Level 10—MAGICGARDEN Level 11—SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY Big Head Mode—BIGHEADHARRY

Skinny Harry—2DHARRY See Credits—CREDITS

99 Lives—STEVECRANEME

See All Movies—PLAYMOVIES

See All Comics—PITFALLCOMIC Disable Witty Banter—STOPTALKING Get an extra 10 lives in the next game-

GIVEMELIFE Access Original Pitfall!—CRANESBABY Note: Each of the following codes works dur-

ing the original Pitfall! game: Programmer's Head—Press R1 + R2

Baby (Elvira) Head—Press ○ + R1

 Croc Talk—Press R1 + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!"

• Infinite Lives-Press L1 + L2

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow

At the title screen, press \bigcirc , Right, \triangle , Up, \square , Left, X, Down, X, Down, □, Left, △, Up, ○, Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SE-LECT to find Sparrow.

Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1, △, Down, ×, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon.

Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, \triangle , \times , \square , \bigcirc , L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sal-

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

- "Cloak" Stealth Mode—Hold △, tap □, ○, \bigcirc , \square , release \triangle , hold \times , tap \triangle , \triangle , release \times .
- Extra Speed—Hold Up, tap △, △, △, release Up, hold Down, tap X, □, O, release Down.
- Shield—Hold Right, tap ○, □, △, release Right, hold Left, tap \square , \bigcirc , \times , release Left. Refill Health—Hold □, tap ○, X, △, release
- \square , hold \bigcirc , tap \square , \times , \triangle , release \bigcirc . Refill Ammo—Hold ○, tap □, release ○,
- hold \triangle , tap X, release \triangle , hold \bigcirc , tap X, release \bigcirc , hold \times , tap \square , release \times .
- Skip to end of current level—Tap X, Up, **Down**, **Up**, hold \square , tap \bigcirc , release \square , hold \times , tap \triangle , release X.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Sea-

son". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the \(\triangle \) button and use the codes in any race mode:

Access "Veteran" mode—vet_me Access "Pro" mode—im_a_pro Access all cars, trucks and tracks—weeoo No viscous friction (mud, water, etc. don't slow the car down)—noviscous No collisions with other vehicles—banzai Double the normal gravity—stone 1/2 normal gravity—float 3/4 normal gravity—feather Realistic gravity—radbrad Car wheels can turn 90 degrees—spinner Cars with no wheels—no_wheels Wheels with no cars—wheels Fat tires—fat_tires

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose.

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

 Free Shield with Every Glitch pick-up— Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

 Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

 Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

· Play as Dot Matrix-Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RED ASPHALT

Infinite Armor

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, \triangle , \Box , \bigcirc , \times .

Infinite Weapons (Offensive & Defensive) During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, \Box , \triangle , \bigcirc , \times . Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down, 0, 0, 0. Boss Cars

At the main menu, press and hold L2, then press Left, Right, Down, Up, \square , \bigcirc , \times , \triangle . Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

Unlimited Cash At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, D, O, O. Your cash total won't change, but you can buy anything for free.

RELOADED

Cheat Codes

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons

a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

Ammo—△, Left, Left, O, △, Down. Select this option to boost your ammo.

Health—Down, Right, Left, △, Right, Down. Use this option to refill your energy meter. Power-Left, Up, X, O. This option will

power-up your weapon. Skip Level—Left, \triangle , \times , Right, \bigcirc , \triangle , Down. Use this option to skip the current level and

start on the next stage. Secret Character

At the character-select screen, press L1, O, R1, Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original Loaded game.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot. Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil. Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-anda-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in

either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him. Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION) Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the

REVOLUTION X

Find All Aerosmith Members

Tom Hamilton-On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.

ability to play as Ada Wong; you can play as

Chris Redfield if you beat the second level.

Steven Tyler-Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.

Joe Perry-In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button; once inside, shoot the button for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.

Joey Kramer-In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

Brad Whitford-When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RIDGE RACER

Extra Cars

If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game time trials and all-you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel

wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode". Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks-in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RIDGE RACER REVOLUTION

Extra Cars

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funnylooking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game, press and hold Down + L1 + SELECT + \triangle + R1; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

Novice—13th Racing Car Intermediate—13th Racing Kid Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol-Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor-Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault-Right, Up, Up, Right, Down, Right, Up, Up. Mayhem-Left, Right, Down, Left, Up, Left,

Down, Left, Down. Anil 8-Up, Right, Down, Right, Right, Up,

Left, Up.

ROBO-PIT

Arena Select

At the main menu, hold L1 + L2 + R1 + R2 and press SELECT; a two-digit number will appear in the upper-right corner of the screen. Press Right or Left to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night).

ROBOTRON X

Instant Power-Ups

At any time during the game-not while paused-you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and X is Fire Down. Shield—Down, Left, □, ○ Two-Way Weapon—Up, △, Up, △ Three-Way Weapon—Right, Right, □, × Four-Way Weapon—Down, Down, Up, O Pulse Wave—Up, O, Down, Right, Speed Up—Left, Left, Right, Right, △

ROLL AWAY

Right, O

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused): · Chess pattern background-L1, O, Left, Right, L2, Left, R2, R2

Flamethrower Weapon-Down, Right, Down,

Enable motion blur—Right, O, L2, O, R1, O,

• Extra 30,000 points- Up, Down, L2, R1, \triangle , \times , \triangle (works only once per level) Temporary invincibility—Right, Down, L1,

R2, R1, ○, △, □ • 30 extra seconds in Time Trial mode-O, L1, \triangle , \triangle , \bigcirc , \times , \triangle , Down (works only once per

Warp to bonus stage—△, Up, △, L2, L1, L2,

 Clear screen in bonus stage—Right, ○, □, L1, □,0,0,□

RUSH HOUR

Cheat Codes Enter any of the following codes when the words "Press Start" appear on the title screen;

you'll hear a sound to confirm if you've entered a code correctly: Four extra High Performance cars-Up, Left,

Right, X, O, □ Bonus Track—X, Up, △, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, △, R1, O, L1, Down

Access "Super Championship" race mode— Right, \square , Left, \bigcirc , Up, \times

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

Hold △ to race in a U.F.O.

 Hold L1 to race in a pick-up truck Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons. Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible. Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

SHELLSHOCK

Cheat Menu

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, . You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

Invincibility Start a game, then—as soon as you're in the tank-press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Up, Down, Down, Down, Right, Right, △. You'll hear a musical

signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

SHIPWRECKERS!

Passwords

Region 1, Level 2-Ship, Skull, Fish, Anchor, Ship, Anchor

Region 1, Level 3-Ship, Anchor, Skull, Ship, Anchor, Fish

Region 1, Level 4-Skull, Ship, Fish, Anchor, Anchor, Ship

Region 2, Level 1-Fish, Fish, Anchor, Ship, Skull, Anchor Region 2, Level 2—Skull, Anchor, Anchor, Fish,

Anchor, Ship Region 2, Level 3-Fish, Anchor, Ship, Ship,

Ship, Skull Region 2, Level 4-Anchor, Fish, Ship, Skull, Skull, Fish

Region 3, Level 1-Ship, Skull, Skull, Fish, Anchor, Skull

Region 3, Level 2-Fish, Skull, Anchor, Fish, Skull, Fish

Region 3, Level 3-Fish, Fish, Ship, Skull, Fish, Region 3, Level 4-Ship, Anchor, Ship, Fish,

Anchor, Fish Region 4, Level 1-Skull, Skull, Anchor, Ship,

Fish, Fish Region 4, Level 2-Ship, Anchor, Skull, Fish,

Fish, Anchor Region 4, Level 3-Skull, Ship, Skull, Skull, Fish, Ship

Region 4, Level 4-Ship, Fish, Ship, Fish, Ship, Anchor Region 5, Level 1-Anchor, Ship, Fish, Skull,

Fish, Ship Region 5, Level 2-Fish, Ship, Anchor, Skull,

Ship, Fish Region 5, Level 3-Ship, Fish, Skull, Anchor, Anchor, Skull

Region 5, Level 4-Skull, Ship, Anchor, Fish, Ship, Skull

SKULLMONKEYS

Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that powerup; for example, the Universe Enema powerup is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work. Maximum Bullets—Down, ○, Up, R2, Left, △,

SELECT, SELECT Maximum Phart Heads-R1, Left, Up, L1, L1,

, Right, SELECT Maximum Phoenix Hands—□, △, R2, Left, SE-LECT, O, △, Right

Maximum Universe Enemas—Left, △, Right,

Down, △, SELECT, SELECT Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT

Maximum 1970s Icons-SELECT, O, Up, Left, Down, Up, Down, Maximum Swirly Cues—R1, Right, O, R2, R2,

, Right, SELECT Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, △, Down, R1, ○,

Right, Up, SELECT Shield—R2, O, O, Down, Left, O, Right, Down Clean "Pause" Screen—L2, Left, O, R2, Down, \square , \triangle , Down

Change Klaymen's Color-L2, O, O, Left, SE-LECT, L2, Up, Down

Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT Slow-Motion Mode—L1, △, Left, Down, R2,

△, Left, SELECT Super Fast Klaymen—Left, □, R2, ○, R1, Down, O, R2

Tiny Klaymen—R1, Left, \square , \triangle , R1, Left, \square , \triangle Shoot Heads Instead of Bullets—Down, \square , \triangle , Down, Down, □, □, Right

Skip Current Sub-Level—△, L1, L1, □, Right, O, A, Down

SLAM 'N JAM '96 **FEATURING MAGIC & KAREEM**

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.-press Left, Right, Up, Down, R1, L1,

, Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R1, L1, □, Up; you'll hear another buzzer. This code adds two new teams to the



available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press \square , \square , \bigcirc , \bigcirc , \square , \square , \triangle .

Weapon Power-Up

During the game, hold the SELECT button and press Left, \square , Right, \bigcirc , Up, \triangle . Level Passwords

 $\begin{array}{c|c} \text{Uraniumania} - \triangle \times \times \square \bigcirc \triangle \times \triangle \\ \text{Repsychler} - \times \bigcirc \bigcirc \triangle \square \square \bigcirc \times \\ \text{Endless Bummer} - \times \triangle \times \bigcirc \triangle \square \bigcirc \times \\ \text{Viva Los Vagrantes} - \bigcirc \triangle \times \triangle \times \square \square \triangle \\ \end{array}$

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E
Campaign #2: Black Sea—G R A N D T H E F T
Campaign #3: Caspian—G R O Z N E Y
Campaign #4: Dracula—C H E R N O B Y L
Campaign #5: Kremlin—C I V I L W A R
Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold L1 + R1 and press □, □, ○, ○, △, ×
 Temporary invincibility—Hold L1 + R1 and
- press \triangle , \triangle , \times , \times , \square , \bigcirc • All power-ups—Hold L2 + R2 and press \triangle ,
- \bigcirc , \square , \times , \triangle , \times • All inventory—Hold L2 + R2 and press \times , \square ,
- O, △, □, O
 Refill health meter—Hold L1 + R1 and press
- \times , \bigcirc , \triangle , \square , \times , \bigcirc • Refill Magic—Hold L1 + R1 and press \triangle , \bigcirc , \times , \square , \triangle , \bigcirc
- Skip current level—Hold L1 + R1 + L2 + R2 and press \triangle , \times , \square , \bigcirc , \bigcirc , \bigcirc

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

Extra Camera Views

During a race press ST

During a race, press START; while the game is paused, press Right five times, then Left five

times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold L1 + L2 to race in bright daylight
- Hold R1 + R2 to race at night
- Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press \bigcirc , \square , \bigcirc , \square .

Hidden Messages Also at the "globe" menu, hold the START button and press \bigcirc , \triangle , \triangle , \bigcirc . You'll see the code on the screen to confirm. Now hold START + SELECT and press \bigcirc , \bigcirc , \bigcirc , \bigcirc to see a hidden message. You can also try \triangle , \triangle , \triangle , \triangle or \square , \square , \square ; repeat each code to turn the corresponding message off.

Handbag Code
At the globe menu, hold the START button and press \Box , \triangle , \bigcirc , \triangle . With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code At the globe menu, hold the START button

and press ○, △, △, ○. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

Refill Energy + Weapon Power-Up—Press △,
 X, X, X, ○, X, □, △, X, △, ○. Repeat whenever necessary.

Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the spider.

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press \triangle , Up, Right, Down, Left, \triangle , Left, Down, Right, Up, \triangle . A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press \times to open the levels, return to the main menu and choose "Start" and "Continue Game", then press \times at the password screen. When the stage-select screen appears, you'll find that you can access any level. Infinite Lives

With the cheat mode activated as described above, just press START during the game to pause, then press \(\sigma\) while paused to give yourself 50 extra lives at any time.

Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the ☐ button and press **START**. The game's video scenes will begin to play, one after another. Press X to skip to the next video at any time.

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold Right + START + \Box + \bigcirc until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head.

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Change Camera Angle

Immediately after winning a fight, hold \bigcirc + \times before your character goes into his or her victory pose. During the pose, keep holding those buttons and press \square to zoom in, \triangle to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent. Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press X, O, X, O, \square , \square , \square , \triangle , \triangle , \triangle , then O + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press \bigcirc , \square , \triangle , \square , X, \square , \triangle , \square , \bigcirc , \square , then \triangle + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.

Play as Blood

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode
 at the "Standard" difficulty setting or higher.
- at the "Standard" difficulty setting or higher.
 To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.
 Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords
Choose "Enter Pa

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level— $X \bigcirc X \bigcirc X \triangle$ Medium Difficulty Level— $X X \triangle \bigcirc X \triangle$ Hard Difficulty Level— $X Y \triangle \bigcirc X \triangle$

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press Up, Up, Down, Down, \bigcirc , \triangle , \square while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the \times button to access the rapid-fire laser.

STEEL REIGN

Invincibility

At the main menu, press L2, L1, R2, ○, □, ○, ○, L1, L2, L1. You'll hear a signal to confirm; now you're invincible.

Access All Tanks

At the main menu, press L1, L2, L1, ○, □, ○, ○, L2, L1, R2. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons. Secret Level

At the main menu, press L1, L2, L1, L2, R2, R1, \square , \bigcirc , \square , \square . You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then $\Box + \triangle$ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □ + △ simultaneously.

To choose the alternate-color Bison, end the

code by pressing $X + \bigcirc$ simultaneously instead of $\square + \triangle$. Akuma (Player 1)—Hold the **L2** button and

press Left, Left, Down, Down, Down, then □ + △ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then □ +

 \triangle simultaneously. To choose the alternate-color Akuma, end the code by pressing \times + \bigcirc simultaneously in-

stead of $\square + \triangle$. Dan (both players)—Hold the **L2** and **R2** buttons and press \triangle , \square , \times , \bigcirc , \triangle .

To choose the alternate-color Dan, hold L2 and R2 and press \triangle , \bigcirc , \times , \square , \triangle .

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Left, Down, Right, Right, Right.

Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four sec-

onds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead. Super Street Fighter II Turbo: Remove Super

At the character-select screen, choose your fighter with the \square (Jab) button, then release \square and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping \square

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy
To access Cammy in Street Fighter Alpha 2
Gold, you must play as M. Bison in Arcade
mode and beat the game with a score that's
high enough to take the #1 position on the
High Score list. Once you've done this, enter
your initials as "C A M"; now you can play as
Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select
screen and pressing the START button twice.
Street Fighter Alpha 2 Gold: Alternate Characters

- To play as special versions of certain characters with no "Super" meters, simply press
 START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.
- To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TEKKEN

Galaga Secrets

To continue playing the Galaga loading game

as many times as you wish, just press the SE-LECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire. Double Ships

There are two ways to get twin ships in the

mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and × on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in oneplayer mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, \triangle , \bigcirc , START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

• Level Skip-Hold R1 and tap L1, then fire

your superzapper. The screen will clear and you will advance to the next stage.

 Trippy Mode—Hold L2 + R1 + △ + × and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mindaltering experiments at your next party.

A.I. Droid—Hold L2 + R1 + △ + X and press Down. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TENCHU: STEALTH ASSASSINS

Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, \Box , \Box , \triangle , \Box to refill your energy.

Increase Item Capacity to 99

Down, Down, \square , \square , \triangle , \bigcirc .

At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □.

Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, \Box , \Box , \triangle , \bigcirc . Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \Box , \Box , \triangle , \times . Ayame's Sexy Armor

At the item select screen, press Left, Left,

Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, \Box , \Box , \triangle , \bigcirc . Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, \Box , \Box , \triangle , \times .

TEST DRIVE 4

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Options") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

 Enter your name as "whoooosh" to get a Nitro boost from honking your horn (R2 in the default control configuration)

the default control configuration)
Enter your name as "mjcim.rc" for tiny cars

Enter "sausage" to gain access to several bonus cars

TEST DRIVE OFF-ROAD

Bonus Cars

Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly.

Monster Truck—BEEFY Hot Rod—FIFTY

4x4 Buggy—SPRINTER

Stock Car—LOWRIDER

Bonus Tracks

Enter the following codes as your name in the Player Setup screen.

Dirt Dash—FRIENDLY

Pharaoh's Curse—SANDDUNE Sand Trap—CRAZY

Under Construction—ELITE

Snowball Express—SNOWMAN Pipeline Way—ALLTRACK

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up,





Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stageselect menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—XO \(\triangle \t

Level 3—OO $\triangle \square \times \triangle \bigcirc \triangle$

Level 4— \(\triangle \cap \)

Level 5—O \triangle \square O \times \triangle O \square

Level 6— \(\triangle \tri

Level 7— \(\triangle \tri Level 8—X \(\to \(\to \(\to \) \(\to \)

Level 9— $\triangle \square \times \triangle \bigcirc \times \triangle \square$

Level 10—O $\square \times \triangle \square \times \bigcirc \square$

Level 11— $\triangle \bigcirc \Box \bigcirc \triangle \Box \bigcirc \times$

Level 12—O 🗆 X X 🗆 O 🗆 🛆

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + X + O simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

TIME COMMANDO

Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, Δ , Δ , O, X, Δ , Δ , O, \square , \square , X. Now return to the game and you'll find that your energy meter has been refilled. Extra Lives

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press \triangle , \square , \bigcirc , \times , \triangle , \bigcirc , \square , \times , \triangle , \square , △. Now return to the game and you'll have three extra lives.

Secret Stage Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the Time Crisis logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain. Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called Roids. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators.

TOCA CHAMPIONSHIP RACING

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start

 Enter "J H A M M O" to unlock all tracks, including the bonus track

• Enter "PATSCREEM" to access "TOCA Showdown" mode from the Race Menu

 Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)

 Enter "CMSTARS" for a starry sky background

 Enter "C M T O O N" for a cartoon background

 Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"

 Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"

 Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect) Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press O to fire its guns)

 Enter "C M M I C R O" to play in "Micro Machines mode" with an overhead view

 Enter "XBOOSTME" to greatly increase the game's speed

. Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera angle

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2. After the Jaleco logo disappears and the fullmotion video scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want. Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

 Car Color Change—At the car select screen, press R2 on Controller 1 to change the car's color or add racing stripes.

 Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.

 Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer to white.

· Best Time/Lap Indicators—During a race, hold Up and press SELECT to see the best lap or best time records.

TOMB RAIDER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, A, L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, \triangle , R2, L2, L2, R2, O, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER 2

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares. Level Skip

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: \triangle , \square , \bigcirc , \square , \triangle , \square , L1, L1+R1, SELECT, SELECT. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press \triangle , \square , L1, L1, L1, □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASS-WORD" option and enter the following code: Hold SELECT, press \triangle , L1, \square , release SELECT, press \triangle , L1, \square , \triangle , L1, \square . You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the Dpad and you're ready to warp.

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

 Refill air & health—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , Up, Down, Left, Right, X, X

 Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, \bigcirc , \bigcirc , \triangle , \bigcirc , \times , \square , Up, Right, Down, Left

 Infinite health—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , \triangle , \times , \times

 Max continues—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2 Turbo speed—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2

 All equipment—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

 All weapons—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

 Reveal entire map—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \bigcirc , \times , \square

 No fines for killing endangered species— Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, O, O, R2, R1, L2, L1

 Open all doors—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \times , \bigcirc , \triangle , \square Disable currents—Down, X, Left, □, Up, Up,

 \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , R1, L1, L2, R2, \times Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , R1, R2, L1, L2, R1, R2, L1, L2

 Unlimited payload—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , Up, \times , Down Get Atlantis tablet piece for current stage— Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L1, L2, L1, L2, □, O

 Complete current mission—Down, X, Left, \square , Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , \triangle , \triangle , Down, Down, Down

 Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, \triangle , \times

 All missions complete—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \times , \Box , \triangle , \triangle , \triangle , \Box , \times , \times , \times

 Overhead Camera Angle—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , \square , \times , \square

 Super Spear Gun—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \times , Up, \triangle , Down Pass Through Objects—Down, X, Left, □,

Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \square , \bigcirc , \bigcirc Extra time in Shark Attack bonus stage— Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, O, O, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY '97

Secret Stadium

Choose the "Pick Stadium" option at the Pre-Game set-up menu, then-when the list of stadiums appears—press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports "Mystery Stadium".

TRIPLE PLAY '98

Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and the crowd:

Game Commentary—Hold L1 + L2 + R1 + R2 and press \square , \bigcirc , \square

Weather Commentary—Hold L1 + L2 + R1 + R2 and press \bigcirc , \times , \bigcirc

Commercials—Hold L1 + L2 + R1 + R2 and press \triangle , \bigcirc , \triangle

Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, \(\triangle \) Booing Crowd—Hold L1 + L2 + R1 + R2 and

press Down, X, Down, X, X Secret Team

At the team-select menu, press L2, R2, L2, R2, O. Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then-when the list of stadiums appears—press L1, R1, L1, R1, ... Now press Right untill you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TRIPLE PLAY 99

Secret Stadiums

At the "Controllers" screen, press and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords-for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then-during the gametoggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

○ △ □ ○ ○—Warehouse District Warfare

X □ □ ○ △—Freeway Free For All

X △ □ ○ □—River Park Rumble

X □ △ △ —Assault on Cyburbia □ △ X ○ X—Rooftop Combat—The Final Bat-

 $\triangle \times \bigcirc \square \triangle$ —Battle with Minion

□ △ ○ □ □—Secret Level: The Fight of Your

△ _ □ O O—Infinite Weapons

 $\square \triangle \times _O$ —Invincibility

○ ○ △ X _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while

Mega Machine Guns-Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo-Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so-for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned

off. Homing Napalms

If you have at least two napalm items in your inventory-or if you have the "Infinite Weapons" code active—highlight the napalm



with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm-Right, Left, Up Freeze Burst-Left, Right, Up Drop Mine-Right, Left, Down Rear Attack-Left, Right, Down Shield—Up, Up, Right High Jump-Up, Up, Left Invisibility-Right, Down, Left, Up Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon-regardless of which vehicle you're driving-hold the machine gun button (default=R2) and guickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full. Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—Up, L1, △, Right Minion-L1, Up, Down, Left Secret Stages

At the "Choose Battleground" screen in twoplayer mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburbia" stage from Twisted Metal-Down, Up, L1, R1

"Rooftop Combat" stage from Twisted Metal-Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto-Up, Down, Right, R1

VIEWPOINT

Invincibility

Press START to pause the game, then press , O, △, Right, Left, Down, R1, L2, R2, L1. Stage Skip

Press START to pause the game, then press \square , \square , \bigcirc , \bigcirc , \triangle , \times , \square , Up, Up, Down, Down, L1, R1, SELECT.

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:

WMNNWLHTSCUCLH-Unlock all secret characters and levels

MONSTER_WHEELS—Wheels are double size

SAME_CHARACTER—In two-player mode, both characters can use the same vehicle

REDUCE_GRAVITY—Less gravity GO_SIGHTSEEING—No enemies in Arcade mode

I_WILL_NOT_DIE—Invincibility HARDEST_OF_ALL—More difficult en-

DEADLY_MISSILE—Enemies start with secondary weapons

VR BASEBALL '97

Secret Stadium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press \square , \bigcirc , \square , \bigcirc , \triangle . You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects

DEFORM—Gives the racers huge heads LARGE—Gives the boats huge motors COMPACT—Makes the boats super tiny LONGONE—Makes the boats longer SPEEEED—Makes your boat faster HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

VTENNIS

Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down, \triangle , \triangle , \triangle , \triangle , \times . The character you highlighted will appear as your choice, but when the game begins, you'll be controlling a secret character, Mattox. To find a female secret character, Aversa, highlight any player as before, hold L1, R2, Up and : then, while holding those buttons down, press X.

WARCRAFT II: THE DARK SAGA

Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

NTTCLNS—Instant mission victory YPTFLWRM—Instant mission loss TSGDDYTD—Enable "god mode" GLTTRNG—Extra gold HTCHTXNS-Extra lumber V L D Z—Extra oil VRYLTTL—Extra magic Mana D C K M T—Upgrades N S C R N-Show entire map M K T S—Fast building THRCNBNL—Instant scenario victory N V R W N N R-Game never ends

Tides of Darkness: Human Passwords HLLBRD-Mission 1 M B S H T M-Mission 2

HSTHSH-Mission 3 TTCKNZ-Mission 4 HTLBRD—Mission 5 DNLGZ-Mission 6

GRMBTL-Mission 7 TYRHND—Mission 8 BTTLTD—Mission 9

PRSNRS-Mission 10 BTRYLN-Mission 11 BTTLTC—Mission 12

SSLTNB-Mission 13 GRTPRT-Mission 14

Tides of Darkness: Orc Passwords ZLDR-Mission 1

RDTHLL—Mission 2 R C S T H S—Mission 3 SSLTNH-Mission 4 RCTLBR—Mission 5

BDLNDS-Mission 6 FLLFST-Mission 7 RNSTNT-Mission 8

RZNGFT-Mission 9 DSTRCT—Mission 10 DDRSSQ-Mission 11

T M B F S R-Mission 12 S G F D L R—Mission 13 FLLFLR-Mission 14

The Dark Portal: Human Passwords

LLRSJR-Mission 1 BTTLFR-Mission 2 N C M R N T-Mission 3 BYNDTH—Mission 4

S H D W S S-Mission 5 FLLFCH—Mission 6 DTHWNG-Mission 7

CSTFBN-Mission 8 HRTFVL—Mission 9 BTTLFH—Mission 10 DNCFTH-Mission 11

BTTRTS—Mission 12 The Dark Portal: Orc Passwords

SLYRFT-Mission 1 5 K L L F G-Mission 2

THNDRL—Mission 3 RFTWKN-Mission 4 DRGNSF—Mission 5 NWSTRM-Mission 6

SSFZRT-Mission 7 SSLTNK-Mission 8 DPTMBF-Mission 9 LTRC-Mission 10

YFDLRN—Mission 11 DPDRKP-Mission 12

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps. CHEAT CODES

□ □ _ ○ □ X □ △—Preview the Epilogues □ _ ○ □ △ × × □—Check the Special Upgrades $\triangle \times _ \bigcirc \bigcirc \times \triangle \square$ —Preview the Movies

 $\times \bigcirc \bigcirc \square \times \triangle \bigcirc \triangle$ —Kali Mode (Powered-Up Weapons)

 $\square \bigcirc \square \square \triangle \times \triangle \triangle$ —Thor Mode (9999 Flash Bombs)

 $\triangle \triangle \bigcirc \triangle \Box \triangle \triangle \times$ —Infinite Weapons $\bigcirc \bigcirc \bigcirc \bigcirc \times \triangle \times \times -Warhawk A-La-Mode$ (Infinite Weapons + Invincibility) STAGE CODES

 $\triangle \square \times \triangle \times \times \square \square$ —Desert Level △□×△○□○ X—Pyramid Has Risen $\triangle \bigcirc \times \triangle \bigcirc \bigcirc \times \square$ —Desert is All But Done O △ △ × O O □ O—Canyon Level $\bigcirc \square \bigcirc \square \times \bigcirc \bigcirc \triangle$ —In the Canyon with Amber

 $\bigcirc \triangle \times \square \bigcirc \bigcirc \triangle \triangle$ —In the Canyon with Belle ○ □ △ □ △ △ △ □—In the Canyon with Crystal

○ ○ ○ □ △ △ □ △—Approaching Uma $\times \triangle \times \square \square \triangle \square \triangle$ —Airship Level X ○ △ △ ○ ○ ○ X—Post-Transformation Air-

 $\times \square \triangle \bigcirc \times \triangle \square$ —Airship Rear Hanger is Open

 $\square \triangle \times \times \times \triangle \bigcirc \square$ —Volcano Level □ □ × ○ △ ○ □ △—Volcano Boss is Active $\triangle \bigcirc \triangle \bigcirc \triangle \times \square \square$ —Gauntlet Level △ ○ × △ ○ × △ □—East Gauntlet Boss △ ○ ○ □ △ ○ ○ X—West Gauntlet Boss $\triangle \bigcirc \bigcirc \triangle \triangle \times \square \triangle$ —In with the Gatekeeper $\triangle \times \triangle \square \bigcirc \times \bigcirc \bigcirc$ —Stormland △ X X □ O □ O X—Above 1st Force Field $\triangle \times \triangle \triangle \triangle \times \bigcirc \triangle$ —Above 2nd Force Field $\triangle \times \square \bigcirc \triangle \times \triangle \square$ —Above 3rd Force Field $\triangle \times \Box \triangle \bigcirc \Box \times X$ —Kreel's Door is Open

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters. Secret Arenas

 $\triangle \times \triangle \square \square \square \times \triangle$ —Face-to-Face with Kreel

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

Big Head—R1, R1, R1, R1, R1, R1, R1, R2, SE-

 Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R2, R1, SELECT

 Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WIPEOUT Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, and and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar". Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SE-LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team

At the main menu, hold L1 + R1 + SELECT and will become available at the Team menu. Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press \square , \bigcirc , \triangle , \bigcirc , \square . Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press \triangle , \triangle , \triangle , \bigcirc , \bigcirc , \bigcirc , \bigcirc .) Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \times , \square , \bigcirc , Δ, X, □, O.

Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \square , \bigcirc , \times , \triangle , \Box , \bigcirc , \times .

Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, □, □, Ο, Ο, Δ.

Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press \square , \bigcirc , \times , \square , O, X, A.

Passwords

Enter the following passwords to access two new Race Type options:

Challenge I—OOAOAOOOAXO Challenge II— OO AOAX X AAXOO **Funny Ships**

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility-R2, L1, R2, L2, R1

Charge Combo meter with one hit-R1, L2, R2, L2, Right

Increase damage of each attack-Up, Up, L1, L2, Down Decrease damage of each attack-Down, Up,

L2, Right, Left Turn off computer control of opponents-

Left, Left, Up, Down, R2

Automatic Superpins-Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of these cheats, just enter the same code again.

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press \triangle , \triangle , Right, \bigcirc , L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

 "Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

 If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ¥ + Punch—Ground Pound

↓ ¾ → + Medium Punch—Shoulder Rockets

↓ ¥ → 7 + Fierce Punch—Drill

Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

Saturn tips



ANDRETTI RACING

Secret Options Menu

During a race, press START to pause, then highlight the "Race Statistics" option, hold R and press A or C. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your car's downforce, the speed of your opponents' cars and much more.

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press A, B, C, C, C, X, Y, Z, Z, you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "1P Game", hold the R and Y buttons and press START. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed.

BLACK DAWN

Maximum Fuel & Ammo

Press START to pause the game, then press Z, Z, Z, C, Y, Y, Y, B.

Acquire Wingman

Press START to pause the game, then press Z, Z, Z, C, X, X, X, B.

Maximum Weapons

Press START to pause the game, then press Z,

Z, Z, C, L, Z, R, C. Upgrade Gun

Press START to pause the game, then press Z,

Z, Z, C, Z, Z, Z.

Upgrade Special Weapon Press START to pause the game, then press Z,

Z, Z, C, L, L, R, R.

Complete Current Mission

Press START to pause the game, then press Z, Z, Z, C, Y, Y, Y, Down, Down, Down.

BURNING RANGERS

Special Passwords

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system replaced by Burning Rangers music:

Play as Shou, Mission 1—G 2 S H O U 2 J K Y Play as Shou, Mission 2-3 S H O U 5 G H J K

Play as Shou, Mission 3—G F G F 5 S H O U 5 Play as Tillis, Mission 1—N M 3 T I L L I S 5

Play as Tillis, Mission 2—B 5 T I L L I S 2 D Play as Tillis, Mission 3—5 TILLIS 4 K L

Play as Lead Phoenix, Mission 1—G S 4 L E A D

2 Z U Play as Lead Phoenix, Mission 2—J 5 L E A D 4

XGA Play as Lead Phoenix, Mission 3—2 L E A D 6 D HUY

Play as Big Landman, Mission 1—3 B I G 2 B P LCK

Play as Big Landman, Mission 2—V Z 5 B I G 5 PGW Play as Big Landman, Mission 3—J 6 B I G 3 O J

YS Play as Chris Partn, Mission 1—D H 5 C H R I S

5 H Play as Chris Partn, Mission 2—K 3 C H R I S 4

Play as Chris Partn, Mission 3—A D G 2 C H R I

Play as Iria Klein, Mission 1—K B 3 I R I A 5 K F Play as Iria Klein, Mission 2—HTL2IRIA50 Play as Iria Klein, Mission 3—G H J K 3 I R I A 2 Movie Passwords

Enter any of the following special passwords to see the different video sequences from the game:

MOVIETESTA MOVIETESTB MOVIETESTO

MOVIETESTD MOVIETESTE

MOVIETESTF MOVIETESTG

MOVIETESTH

MOVIETESTI

Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the password "NAVIXXTEST". When the menu appears, press C to change the group of voice samples, press Up or Down to change the sample number—or Left and Right to skip ten samples at a time-and press A to hear each sample.

CHRISTMAS NIGHTS

Date and Time Codes

The Christmas NiGHTS limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the L and R buttons and press RESET on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the Christmas NiGHTS features as follows:

 Enter dates in December or January to play in the snow with a Christmas theme.

 Enter dates from other times of the year to play with the standard NiGHTS settings. You'll also see Claris and Elliot's clothes change depending on the season.

 Enter the date April 1 to play as Reala; this will also add a new option to the Presents menu that will allow you to plas as Reala whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows:

- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple
- At 3:00 PM the snow changes to falling
- At 6:00 PM the snow changes to sparkles. At 9:00 PM the snow changes to star shapes.
- At 12:00 AM the snow changes to red hearts.

COURIER CRISIS

Secret Characters

Choose the computer chip icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

Wireframe Mode

At any time during the game, press START to pause, then press Left, Left, Right, Right, Left, Right, Left, Right. When you press START to unpause, all of the polygonal graphics will change to wireframe models on a black back-

Stage Passwords

Level 1—EFLCIFCGKJ Level 2—IFLCIFCCKI

Level 3-MFLCIFCOKJ

Level 4—AFLCIFCKKJ

Level 5—FHCLFIGCJL Level 6—FLCLFICCIL

Level 7—FPCLFIOCJL

Level 8-FDCLFIKCJL

Level 9—KFLCIFCGII Level 10—OFLCIFCCII

Level 11—CFLCIFCOIJ

Level 12—GFLCIFCKIJ

Level 13—FFCLFIGCJJ

Level 14—FJCLFICCIJ

Level 15—FNCLFIOCJJ

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold L + Y and press X to rotate the screen 90° from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its sidewhich is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

CROC: LEGEND OF THE GOBBOS

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold X + Y + Z; after a few seconds, the words "Enter Password" will appear. Now press Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right; you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

DIE HARD ARCADE

Hyper Deep Scan

At the main title menu, highlight "Deep Scan", hold X + Y + Z and press START. When you enter the Deep Scan mini-game, you'll see that the logo now reads "Hyper Deep Scan". This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play Die Hard Arcade in this mode, either.

DIE HARD TRILOGY

Cheat Menu

While the game is loading, a copyright screen will appear with white letters on a black background. As soon as you see it, quickly press C, A, B, B, Y, C, A, B, B, Y before it disappears. There will be no signal to confirm the code, but when you start the game in any mode, press START to pause and you'll find a "Cheat" option at the pause menu. The cheat menu allows you to warp to any stage, become invincible (in Die Hard and Die Harder) or get infinite lives (in Die Hard with a Vengeance).

DOOM

Cheat Codes

Press START during the game to pause, then enter any of the following codes to get different effects:

- All Powerful Mode—Down, Y, X, R, Right, L,
- Lots of Goodies (weapons & ammo)—B, Y, X, L, R, C, X, Z
- Map All Lines On—B, B, C, Left, B, B, C, Right Map All Things On—B, B, C, Right, B, B, C,
- · Level Warp-Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, choose any stage and press the C button to warp there.)

DUKE NUKEM 3D

Invincibility

During the game, press START to pause, then press X, Z, Z, X, Y, X, Y, Z, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items During the game, press START to pause, then

press Z, X, X, Z, Y, Z, Y, X, Y. All of the game's weapons and items will appear in your inventory.

Stage Select

At the main menu—the one that says "New Game/Load Game" etc.— press X, Y, Z, Z, Y, Z, Y, X, Y; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game"; the stage-select menu will appear after you choose a difficulty level. No Monsters

At the "select Skill" menu, press Z, Z, X, X, Y, X, Y, X, Z; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

THE HOUSE OF THE DEAD

Infinite Ammo

During the game, hold L + R and press Y, Y, Y; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon. Score Display

During the game, hold L + R and press X, X, X; your score will appear on the screen. To remove it, just enter the same code again. Secret Characters

Choose "Saturn" mode from the main menu; when the character select menu appears, hold L + R and press Up, Down, X, Y, Z; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the researchers.

Cheat Menu

At the main menu-the one that says "Arcade/Saturn/Boss Mode" etc.—press L, R, R, L, L, R; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold L + R and press START, A or C. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold L + R when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

LAST BRONX

Portraits

To access all of the character portraits, you must play through the Arcade Mode without losing a single round or continuing; do this at the "Normal," "Hard" and "Arcade" difficulty settings to get all three portraits for each character.

Alternate Weapons

To access alternate weapons, you must first earn the third set of "Portraits" by beating the game in Arcade mode at the "Arcade" difficulty setting without continuing or losing a single round (as described above). Once you have access to the third set of portraits, enter one of the following simple codes at the character-select screen:

- For Yusaku, Nagi, Zaimoku, Lisa or Red Eye, highlight the character, hold Left on the Dpad and press A or C.
- For Joe, Tommy, Yoko, Kurosawa or Red Eye, highlight the character, hold Right on the D-pad and press A or C.

When the match starts, your character will be

holding a funny weapon. (Zaimoku has a fish, Yusaku has a toy train, etc.) Extra Difficulty Settings

Last Bronx uses the Saturn's internal memory to keep track of how many times you've turned the Saturn on with the Last Bronx disc inside. Once you've loaded the game 15 times, you'll find three new difficulty settings at the Options menu: Defense (in which the computer blocks a lot), Berserk (the computer goes crazy) and Judo (the computer throws a lot).

MARVEL SUPER HEROES

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom-Press Down, Down, then press and continue to hold A, then B, then C (you should still be holding A and B when you press C)
- Thanos—Press Up, Up, then press and continue to hold Z, then Y, then X (you should still be holding Z and Y when you press X)

Doom or Thanos, use the following codes at the character select screen: • Dr. Doom—Press Down, Down and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold A,

then B, then C (you should still be holding

To choose the alternate Player 2 color for Dr.

Down + A + B when you press C) Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold Z, then Y, then X (you should still be holding Up + Z + Y

when you press X) Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu.

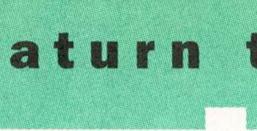
No Gem Mode

To play without the use of the Infinity Gems in two-player mode, both players should press L + R after choosing their characters and continue to hold them down until the fight begins; the message "No Gems" will appear at the bottom of the screen.

MAXIMUM FORCE

Arcade Mode

Choose "Options" from the title screen; when the Options menu appears, press X, Y, X, X, Y, X, X, X, Y, X, X, X, X, Y; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked;" now the game will play ex-





actly like the arcade version without the special modifications that were included in the home versions.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery."

NASCAR 98

Secret Vehicle

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the C button and press Up, Down; the car will change into a tow truck.

Secret Options Menu

During a race, press START to pause, then highlight the "Race Statistics" option, hold L + R + X and press A or C. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponents' cars and much more.

NHL 97

Net Players

Choose "Exhibition" from the main menu, then make sure the "User Records" option is turned "On" at the Game Setup menu. When the Name Entry screen appears, press the C button and enter your name as "NETHOCKEY". When the game starts, all of the players will be hockey nets.

PANZER DRAGOON SAGA

Fun with Zwei

If you own a copy of Panzer Dragoon II Zwei and Panzer Dragoon Saga, there are some cool things you can do with your saved game files as follows:

- If there is a saved game of Zwei in your Saturn's backup memory, you will start off Saga with one hundred Dyne for every hour you clocked in playing Zwei; e.g. if you've played Zwei for five hours, you'll start Saga with 500 Dyne.
- If there is a saved game of Zwei in your Saturn's backup memory, you will be able to obtain a music box from the girl outside Vaiman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from Zwei.

· Load up any of the four Saga discs. Next, open the Saturn without turning it off and replace the Saga disc with your Zwei disc. When you load up Zwei, you will see the opening movie of the first Panzer Dragoon game instead of the usual Zwei intro.

· If you have a saved game of Saga in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of Zwei.

RAMPAGE WORLD TOUR

Stage Select

When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press START." When this screen appears, quickly hold X + Y + Z and press the L button; the words "Cheats enabled!!" should appear. Now start a game; when the name of the next city appears on the screen with the "Day" number at the bottom, use the D-pad to select a different city before the "Now Loading" message appears. Press Up or Down to cycle through the different countries and press Left or Right to change cities; you can even access all of the secret stages.

Alternate Ending

When you beat the game and the ending sequence sequence begins, press A + B + C and continue to hold them down; if you do this, you'll see Dr. Veronica get an extra "surprise" just before the credits roll.

RESIDENT EVIL

Battle Mode

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold X + Y + Z and press START on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode. Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"-hold the L and R buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly

SHINING FORCE III

Secret Characters

Follow these instructions to add nine secret characters to your "Shining Force" of fighters:

 Chapter 1—Haywood Location: Sarraband Bridge Battle

During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join your party.

Chapter 2—Irene

Location: Luggage Bridge Battle

As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.

 Chapter 2—Penn Location: Train

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.

Chapter 3—Noon

Location: Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal.

Chapter 3—Ratchet

Location: Quonus

Find the millhouse near the outskirts of the village. Free Rachet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.

 Chapter 3—Justin Location: Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.

 Chapter 4—Horst Location: Aspia

Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party.

 Chapter 4—Frank Location: Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town.

· Chapter 5-Hagane

Location: Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle.

SONIC 3D BLAST

Cheat Mode

At the title screen-while the words "Press Start" are flashing-hold the C button and press START. Now start the game; to use a cheat, just press START to pause the game and press any of the following buttons:

A—Skip ahead one stage

B—Skip ahead three stages

C-Skip to Panic Puppet Zone, Act 3

X-Add one extra life

Y-Add one extra medal Z—Earn all Chaos Emeralds

SONIC R

Duplicate Character Trick

To have both players choose the same character in two-player mode, both players should highlight that character, hold the X button and press A, C or START.

Secret Course

To access the Radiant Emerald course, you must place 1st in each of the other four courses in Grand Prix mode.

Secret Characters

- To access Dr. Robotnik, you must place 1st on the Radiant Emerald course in Grand Prix mode. Once you've done this, Robotnik will appear on the character-select screen.
- · To access Metal Sonic, you must find all five Sonic tokens in the Resort Island course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Sonic will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Metal Tails, you must find all five Sonic tokens in the Radical City course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Tails will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Metal Knuckles, you must find all five Sonic tokens in the Reactive Factory course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Knuckles will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Egg Robo, you must find all five Sonic tokens in the Regal Ruins course while placing 3rd or better in Grand Prix mode. Once you've done this, Egg Robo will challenge you to a race; if you beat him, he will appear on the character-select screen.
- To access Super Sonic, you must find all seven Chaos Emeralds in Grand Prix mode; remember that you will not be allowed to keep a Chaos Emerald unless you finish first. Once you've done this, Super Sonic will appear in place of Sonic at the character-select screen. To change back and forth between Sonic and Super Sonic, just press Up and Down on the D-pad at the character-select screen.

STEEP SLOPE SLIDERS

Hidden Bonus Game

At the main menu, highlight "Options" and hold L + R + X + Y + Z + B + C; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Street Fighter Alpha 2 Gold: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-select screen and pressing the START button twice. Street Fighter Alpha 2 Gold: Alternate Char-

- To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.
- To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

TOMB RAIDER

Stage Skip

During the game, press START to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A; instead of returning to the title screen, you'll skip to the end of the current

ULTIMATE MORTAL KOMBAT 3

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press C, R, A, Z, Y, C, Y, R, A, X. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press Up; a secret "?" option will appear. Press any button to find the secret "Cheats" menu.

VIRTUA COP 2

Warp to File 4

When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner" box. Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Airship Bomb!" Character Select

When the name of the file appears at the beginning of a stage, hold the X, Y or Z button until the game begins to play as your favorite character according to the following legend:

- · Hold X to play as Rage
- Hold Y to play as Smarty Hold Z to play as Janet
- Secret Cheat Code

Note: This trick will only work if you have a light gun controller such as Sega's "Stunner" gun. Plug the gun in as Controller 1 and plug a standard controller into the Controller 2 port. Now load the game; when the title screen appears with the words "Press Start Button" flashing, press Up, Down, Up, Down, A, X, B, Y, C, Z on Controller 2; you should hear a gunshot to confirm the code. Now you have access to a "Free Play" continue setting at the main Option menu. You'll also find a top-secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode op-

WINTER HEAT Secret Character

In any game mode, choose any character and wait for the loading screen to appear; it's a black screen with the name of the event in white letters. At this screen, enter one of the following codes to play as the secret character, Discman:

- · Yellow Discman-Up, Up, B, Down, Down,
- · Black Discman-Up, Up, Up, B, Down, Down, Down, B
- · Pink Discman-Up, Up, Up, Up, B, Down, Down, Down, Down, B

BUBBLE BOBBLE PART 2

Stage Select

appear on the title screen.

CASTLEVANIA II: BELMONT'S REVENGE

Enter the password Candle, Candle, Heart, Heart.

Hard Mode

Enter the password Blank, Eyeball, Blank, Eyeball.

Enter the password Heart, Heart, Heart, Heart.

Stage Select

At the title screen, hold Down, A and B and press START. Use the A and B buttons to change your starting stage.

COLLEGE SLAM

Power-Up Codes Perform each of the following cheats at the "Tonight's Match-Up" screen.

Shot Percentage display: Press Down, B, Up, Up and Down.

Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.

CONTRA: THE ALIEN WARS

Stage Skip

Enter the password H2F2, then start the game. When you want to skip a stage, press START; instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS

Stage Select

Enter the password "ZEAL" to access a stageselect menu.

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the Dpad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords Stage 2—B C D L S T

Stage 3—D CLTS B

Stage 4—LCTBSD

Stage 5—CBLSBT Stage 6—TTSCDC

Stage 7—SDCDTS

Stage 8—B V D V S C

ELEVATOR ACTION

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

Digit 0 or 1: Shotgun

Digit 2 or 3: Machine Gun

Digit 4 or 5: Pistol

Digit 6 or 7: Grenade

Digit 8 or 9: Heart

FACEBALL 2000

Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberscape game, shoot the exit five times; you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.

If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.

Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.

Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

THE FINAL FANTASY LEGEND

Sound Test

GAME BOY

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold SELECT + B and press START.

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA

Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence. Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

Page B3, photo 1—Shoot at least 60 photos.

Page B3, photo 2—Delete at least 60 photos.

 Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.

 Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol of at the User Name screen.

 Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol Q at the User Name screen.

 Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.

 Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II minigame.

 Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II mini-

game. • Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II mini-

 Page B4, photo 2—Get a score of 500 points or more in the Ball mini-game.

• Page B4, photo 3—Get a score of 700 points or more in the Ball mini-game.

 Page B4, photo 4—Get a score of 1,000 points or more in the Ball mini-game. Page B4, photo 5—Get a time of 17 seconds

or less in the Run! Run! Run! mini-game. Page B4, photo 6—Get a time of 16 seconds or less in the Run! Run! Run! mini-game. Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

· If you highlight "SE" and tap Right on the D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stutter" the first note.

· If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.

 If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse. Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends. Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold

the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters

At the code screen, press A, Left, Left, A, B, Right, Right, B. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

Secret Messages

To read secret messages from the Game Genie designers, enter any of the follong codes at the code screen:

. Up, Down, Left, Right

Right, Up, Down, Up, Left, Up, Down, Up

. B, A, B, Right, Left, Down, Up A, A, A, B, B, B, START

Right, Left, Right, Left, Down, Down, Up,

 A, B, A, B, A, A, SELECT B, A, Left, Right, SELECT

• Up, Up, A, B, A, Down, Down

THE HUNT FOR RED OCTOBER

Stage Select

At the title screen, press B, SELECT, Left, Right, START to access a "Starting World" menu.

Start With 25 Missiles

At the map screen, while your course is being shown, hold A + B and press Up, Down to start that stage with extra missiles.

Start With 25 Subs

At the map screen, while your course is being shown, hold A + B and press SELECT, Up, Down to start that stage with extra submarines.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

JUDGE DREDD

Stage Select

At the title screen, press A, Left, Right, Left, Right, B, then press START. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT. Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then

press SELECT to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the SELECTbutton repeatedly for different effects as follows:

 Press SELECT three times to access two hidden characters, Saisyu and Rugal.

Press SELECT 20 times for one additional

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu.

Power-Ups

At the title screen, enter the password 0894 and select OK. You will have 99 of each item.

AVENGING SPIRIT

Hard Mode

At the title screen, push Up, A, and B at the same time-you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that ap-

pears in the game. **Boss Code** After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to

and Gaia II. BATTLETOADS IN RAGNAROK'S WORLD

choose from: the bosses Uranus, Sho, Gaia

At the title screen, hold Down, A and B, then press START. You'll start the game with five

Five Extra Toads

lives instead of three.

BILL & TED'S EXCELLENT ADVENTURE Passwords Adventure 2: New Mexico 1879, 555-4239 Adventure 3: Ancient Greece 410 BC, 555-

Adventure 4: Medieval England 1456, 555-8942

Adventure 5: San Dimas 1,000,000 BC, 555-4118 Adventure 6: Shopping Mall, 555-8471

Adventure 7: School Room, 555-2989

BIONIC COMMANDO

Re-equip To return to the skies to re-equip, hold START, then press A and B simultaneously.

Password to Final Boss ●—B1, E1, F1, F2, C3, F3, A4, D4, E4 ▲—A2, D2, A3, E3, B4, F4

■—A1, C1, D1, B2, E2, B3 **BLADES OF STEEL**

Sound Test At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A,

BOOMER'S ADVENTURE IN ASMIK WORLD

Stage Select Enter the password "ANCIENT" to access a stage-select menu.

See the Credits

Enter ▶ 5 ▶ V as your password, then press the START button. A stage-select menu will

Start with 9 Lives

Sound Test

CHASE H.Q.

December 1998

hidden character, Nakoruru.

- If you press SELECT 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press START to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

MEGA MAN IN DR. WILY'S REVENGE

Passwords

Cut Man defeated—A1, B3, C4, D3, D4 Elec Man defeated—A2, A4, B3, D1, D2 Ice Man defeated-A1, A2, B2, B3, D4 Fire Man defeated—A1, B1, B2, C4, D2 Fire Man and Cut Man defeated-A2, B2, C3, D1, D3

Fire Man, Cut Man and Elec Man defeated— A3, B2, B3, B4, C4

Dr. Wily's Castle—A2, A3, B4, C2, C3

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke. Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

NBA JAM

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold A and B until the tip-off. Power-Up Dunks-Tap any button ten times,

then hold Down and A until the tip-off.

Power-Up Fire-Tap any button seven times, then hold Down and Left on the D-pad until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the

Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to enter the last letter.

Mark Turmell: Enter the initials WI, highlight the letter M, press Left and B to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press Up and B to enter the letter M. Chow Chow: Enter the initials AM, highlight the letter Q, press Down, A and B to enter the letter X.

Weasel: Enter the initials MA, highlight the letter U, press Up, START, A and B to enter the letter N.

NBA JAM TOURNAMENT EDITION

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—Left, Left, Left, A, Right High Shots-Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Slippery Court-A, A, A, A, A, Right, Right, Right, Right, Right

Display Shot Percentage-Up, Up, Down,

Power-Up 3-Pointers-Up, Down, Left, Right, Left, Down, Up

Power-Up Goaltending-Right, Up, Down, Right, Down, Up

Power-Up Dunks-Left, Right, A, B, B, A Power-Up Fire-Down, Right, Right, B, A, Left Max. Power-Right, Right, Left, Right, B, B, Right Powerup Offense—A, B, Up, A, B, Up, Down

Powerup Push-Down, Right, A, B, A, Right, Powerup Turbo-B, B, B, A, Down, Down, Up,

Left Powerup Speed-Up four times, Left four times, B, A

NEMESIS

Power-Up Cheat

During the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be upgraded will all of the weapon powerups in the game. Note: This code works only once per stage.

OPERATION C

Start With Ten Men

After the title screen appears, press Up, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, Right, A, B, START.

Stage Select

After the title screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.

POCAHONTAS Passwords

Stage 2—KPGXH4T8 Stage 3—C M Q Z B 6 R 1 Stage 4—JWDLF7K5

Stage 5—T G N D X 3 V 9

Stage 6—HFSBD2M6 Stage 7-QZJRL1W4

Stage 8—BPXCV7Z3

Colors of the Wind—S D L F T 8 G 2 Stage 9—RWHJX9Z5

Stage 10-MVNGB4C6

Stage 11—KCQTD3W1

Stage 12—TBPRG5H8

Stage 13—Q F C M X 2 B 9

Stage 14—VDHKS6L7

Stage 15—B N J H Z 1 R 9

Q*BERT Hidden Movie

At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B.

SAMURAI SHODOWN

Secret Characters

To access three secret characters, press the SELECT button three times while Haohmaru appears on the screen during the opening demo.

SNOW BROS. JR

Invinciblity

When the title screen appears, hold Left, Down, A and B simultaneously. Press START to become invincible.

Bonus Bowl

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

Select Stage

At the title screen, hold Up, SELECT and B, then press START. Choose any stage and press START to play.

SPUD'S ADVENTURE

Stage Select

Enter BANCHOU as your password. A "Map Select" menu will appear.

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the SELECT button and press Left to take a shortcut through hyperspace. You can only use this trick once in each level.

Passwords Planet Neural-0523.4 Planet Kalanda—1031.5 Planet Triskelion-2 3 0 7 . 6 Pallas X1 System—3 1 1 2 . 7 M-24 Alpha System—7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold Up and press SELECT at the title screen.

Space Zone: Hold Up and A and press SELECT at the title screen. Turtle Zone: Hold Up and B and press SELECT

at the title screen. Macro Zone: Hold Up, A and B and press SE-

LECT at the title screen.

Easy Mode

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press SE-LECT. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

T2: JUDGMENT DAY

Slow Down

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down SELECT while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the SELECT button to move on to the next one.

TEENAGE MUTANT NINJA TURTLES **FALL OF THE FOOT CLAN**

Bonus Games

At the "Configuration" menu, press SELECT + A + B; a new "?" option will appear. Choose it to play any of three different bonus games. Refill Energy

When your energy is very low, press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A; your energy will be refilled. Note: This code works only once per stage.

TETRIS

Start at Higher Levels

Hold Down on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then-when the difficulty select screen appears—hold Up + SELECT and press A. Now you're playing in "Special Hard"

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J 0 ! J 0 0 6 0 (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:

Forest scene with Yoshi-Hold Down and press A

Caves and tower—Hold Left and press A Tree scene—Hold Up and press A Crazy cubes—Hold Down and press START Cloud scene—Hold Left and press START

Moon with frame—Hold Up and press START

TETRIS BLAST

"Fight 2" Mode

Level Passwords

At the title screen, press B five times. Then press START, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

ame

Stage 2—ZFFFJJJF Stage 3—B / M M L L K B Stage 4—X S D D G G D M Stage 5—K C W G L L H K Stage 6—V G . L J J D M Stage 7—K.TDGGMF Stage 8—XZSCDDKK

Stage 9—D F M Y L L D D Stage 10—Y G C P D D H L Stage 11—G V M Y L L C J Stage 12—V/JVDDGK

Stage 14—! L.YLKKL Stage 15—L X W T B M M B Stage 16—VSRPDCCH Stage 17—KBCDTFDF

Stage 13—CJXTBBCF

Stage 18—XDFGYKJF Stage 19—F!CDTFCM Stage 20—TTGHPMJB Stage 21—D B V G Y K G D

Stage 22—. JRCRCKB

Stage 23—CY/BPMHF

TINY TOON ADVENTURES MONTANA'S MOVIE MADNESS

Practice Bonus Games

At the main menu, hold Down and B and press START; a "Sub Game Select" menu will appear.

TRACK & FIELD

U.F.O.

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

Flowers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

 Enter the name SNAKE to compete against Irwin B. Cheetin. Enter REGRUB and you'll face off against

Jack Strop. · Enter the name APPLEII to change some of the signs in the background to Apple II logos.

TURRICAN

Cheat Code

At the options screen, press A, B, B, A, B, A, A, B, A, A, B, A, A, B, A, A, then choose the "Cheat" option for infinite energy.

WARIO BLAST

One-Player Game

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press SELECT 16 times. A cursor will appear in the lower left corner. Hold A and B, then press Left or Right on the D-pad to move the cursor. Press Up or Down on the D-pad to change the numbers.

WORLD HEROES 2 JET

Boss Code

At the Takara logo, press Right, Left, A, B, and Up. Now you can play as the boss. "Jet" Code At the title screen, press Up, Up, SELECT, A,

twice as fast.

Down, Down, SELECT, B. Now the gameplay is

Arcade tips



ALPINE SURFER

Secret Character

Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press START.) Next, press and hold the Left and Right SE-LECT buttons and press START seven times. You should hear a chirp; now you're playing as the hidden penguin character.

AQUA JET

Penguin Code

When the screen says "Press Start Button", press the START button while squeezing the accelerator. At the "Course Selection" screen, enter the following code:

1) Hold the steering column Up, press START, then release.

2) Hold the steering column Down, press START, then release.

3) Hold the steering column Down, press START, then release.

4) Hold the steering column Up, press START and squeeze the accelerator simultaneously. You should hear a yell; now you're playing as

a penguin. Mirror Mode

When the screen says "Press Start Button", press the START button while squeezing the accelerator. At the "Course Selection" screen, select a course by leaning Left (Novice) or right (Expert). Now enter the following code: 1) Hold the steering column Up, press START, then release.

2) Hold the steering column Up, press START, then release.

3) Hold the steering column Down, press START, then release.

4) Hold the steering column Down, press START and squeeze the accelerator simultaneously.

Now the course is a mirror image of its original. The course map appearing in the upper left corner of the screen is also mirrored and a "M" mark is lit. If your time is good enough to be entered into the ranking table, the "M" will be displayed beside your name.

Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use Up, Down, Down, Up. Now all waterbikes (including yours) will be ridden by penguins. A special music track for the Penguin's World will play and the course map will have a lit "P" mark. If your time is good enough to be entered into the ranking table, the "P" will be displayed beside your name. Also, if your time is the best, a replay will be shown. One penguin will appear for the Novice course and two penguins will appear for the Expert course.

Penguin's Mirror Mode Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use Down, Up, Up, Down. This combines the "Mirror Mode" code with the "Penguin's World" code.

BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turmell—TURMEL—0322 Sal DiVita-SAL-0201 Jason Skiles—JASON—3141 Jennifer Hedrick—JENIFR—3333 Dan Thompson—DANIEL—0604 Jeff Johnson—JAPPLE—6660 John Root—ROOT—6000 Luis Mangubat—LUIS—3333 Mike Lynch—MIKE—3333 Jim Gentile—GENTIL—1111 Dan Forden—FORDEN—1111 ???--VAN--1234 Headless Guy—CARLTN—1111 Thug—THUG—1111 Skull—SKULL—1111 Robotron Brain—BRAIN—1111 Demon Shinnok—SHINOK—8337

Raiden—RAIDEN—3691

At the match-up screen just before the game

Secret Codes

starts-while the announcer is saying, "Today's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-1-Right) press TURBO once, JUMP four times, PASS once, then point the joystick to the Right. A message will appear on the screen to confirm each code. Note: Codes marked with a "." will not work in a two-player game unless both players enter the code.

Show Field Goal %-0-0-1-Down Tournament Mode (in 2-Player game)—1-1-1-

- No CPU Assistance—0-1-2-Down
- Show More Field—0-2-1-Right Big Head—2-0-0-Right Team Big Heads—2-0-3-Right Huge Head—0-4-0-Up Team Big Players—1-4-1-Right Team Tiny Players—3-1-0-Right Big Football—0-5-0-Right

Fog On-0-3-0-Down Thick Fog On—0-4-1-Down

Hide Receiver Name—1-0-2-Right No Play Selection—1-1-5-Left No Punting—1-5-1-Up

No First Downs—2-1-0-Up Allow Stepping Out-of-Bounds-2-1-1-Left No Random Fumbles-4-2-3-Down

No Interceptions—3-4-4-Up Infinite Turbo—5-1-4-Up Fast Passes—2-5-0-Left

Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left

Powerup Defense—4-2-1-Up Powerup Teammates—2-3-3-Up

Super Field Goals—1-2-3-Left Super Blitzing—0-4-5-Up

Smart CPU Opponent (in 1-Player game)-3-1-4-Down

BLITZ 99

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

Brian LeBaron—GRINCH—0222

Paulo Garcia—PAULO 0517 Alex Gilliam—LEX—7777

Note: All of the "Secret Character" codes from the original Blitz will also work in Blitz 99 except "VAN-1234".

At the match-up screen just before the game starts-while the announcer is saying, "Today's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS buttons followed by a joystick direction as described above for the original Blitz. Note: Codes marked with a "•" have no effect unless you're in a multiplayer game with two players controlling the same team.

Secret Plays—3-3-3-Down

- Always QB—2-2-2-Left Always Receiver—2-2-2-Right
- Cancel Always QB/Receiver—4-4-4-Up
- Note: All of the match-up screen codes from the original Blitz will also work in Blitz 99.

DAYTONA USA

Time Attack Mode

At the Transmission Selection screen, hold the START button and step on the accelerator. In Time Attack mode, only the cars controlled by players are shown in the action. If you score high enough to rank in this mode, the letters "T.A." are shown next to your record in the ranking table. Special Ending

To view a special ending scene, you must finish in third place or better in every course. On the "Twin Type" machines, this scene can only be viewed if just one player is racing. Change Background Music

Press the View Change buttons while the game starts to access different music tracks. Secret View

To get an overall view of the race condition during gameplay, hold the START button and simultaneously press View Change buttons 2, 3 and 4.

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in twoplayer mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body

armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor

GUNBLADE N.Y.

Special Attacks

- · During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up
- After you defeat the boss in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears. Multiple Endings
- If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.
- · If you finish either course without continuing, a group of butterflies will fly by.
- If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

THE HOUSE OF THE DEAD

Special Endings

- · If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.
- If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.
- If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.
- If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's

- · Player 1 plays as Super G-Left, Left, Right, Left, Left, START
- Player 2 plays as Super G—Right, Right, Left, Right, Right, START
- Both players play as Super G—Left, Right, Left, Right, Left, Right, START
- · Player 1 plays as Sophie-Right, Left, Right, Right, Left, Left, START · Player 2 plays as Sophie-Left, Right, Left,
- Left, Right, Right, START
- · Both players play as Sophie-Left, Right, Right, Left, Left, Right, START
- To display your score on the screen during the game-Left, Left, Left, Right, Right, START

HYPERDRIVE

Expert Mode

At the track select screen, hold the View 2 button when making your selection to play at a higher difficulty level.

Mirror Tracks

At the track select screen, hold the View 1 button when making your selection to change the track into its "mirrored" version. Time Attack Mode

At the Racer select screen, hold the View 1 button when making your selection. When the race starts, there will be no computer-controlled opponents.

INDY 500 Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two View Change buttons simultaneously.

Mirror Mode

Hold the red Zoom In button while pressing START to begin your game. All of the track graphics and text will be flopped horizontally. Mirror Mode + Power Steering

Hold both Zoom buttons while pressing START to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever Down while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever Down.

Drive the Pace Car

After choosing a course—but before the race starts-step on the Brake and simultaneously press the START button; you'll be driving the Mustang pace car.

Vs. Pace Cars

After choosing a course—but before the race starts—step on the Brake and simultaneously push the shift lever Up. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View To see your car from front to back, switch to the third or fourth views during the race, then press the START and both View Change buttons simultaneously.

Position Markers

Hold the START button when changing views to make the cars' position numbers appear above the cars.

Trailer Tricks

At the Transmission Select screen, step on the Brake to close the door of the trailer that carries your car, or hit the Gas to watch the car come out of the trailer

Bird Trick When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

LAST BRONX

Weird Weapons

At the character-select screen, press the START button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MANX TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN, lean the bike full Left, lean full Right, squeeze the Brake and Accelerate. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too. Time Trial Mode

At the Course Select screen, hold the Brake while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

MARVEL SUPER HEROES VS. STREET FIGHTER Secret Characters

Each of the following codes works at the character-select screen:

Shadow—Highlight Dhalsim, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch

and Fierce Punch simultaneously. Mega Zangief—Highlight BlackHeart, press and hold START, hold the joystick Left for five seconds. While holding START and Left, press

Jab Punch and Fierce Punch simultaneously. Dark Sakura—Highlight the Hulk, press and hold START, hold the joystick Right for five seconds. While holding START and Right, press Jab Punch and Fierce Punch simultaneously.

Mephisto-Highlight Omega Red, press and hold START, hold the joystick Down for five seconds, press Jab Punch and Fierce Punch simultaneously.

U.S. Agent—Highlight M. Bison, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Fierce Punch simultaneously.

Armored Spider-Man-Highlight Ryu, press and hold START, hold the joystick Down for five seconds. While holding START and Down, press Jab and Fierce Punch simultaneously.

Arcade tips

MARVEL VS. CAPCOM

Secret Characters

The following codes can be input at the character-select screen. Choosing a standard fighter before a secret character can affect the codes.

 Red Venom—Highlight Chun-Li, then press Right, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. Red Venom should appear directly above Chun-Li.

· Orange Hulk-Highlight Chun-Li, then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Right, Right, Up, Up, Down, Down, Down, Up, Up, Up, Up, Left, Up. Orange Hulk should appear directly above Ryu.

· Shadow Lady-Highlight Morrigan, then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down. Shadow Lady should appear below Gambit.

· Roll-Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. Roll will appear to the right of Mega Man.

· Gold War Machine-Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, Gold War Machine should appear just above Zang-

 Evil Morrigan—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Right, Down. Evil Morrigan should appear just below War Machine.

MOTOR RAID

Extra Stage: Segal

First play the Practice Mode. The easiest stage, "Yenda," will then be selectable. Next, highlight Yenda at the stage-select screen and enter the following code with the handlebar buttons: Punch, Kick, Kick, Punch, Kick, Kick, Punch, Punch, Kick, Kick. The "Segal" stage will now be selectable.

Use Segal Weapons in Any Stage

Ordinarily, the Needles and Hammer weapons can only be used in the Segal stage. To access these weapons in any other stage, enter either of the following codes at the Select Player screen:

Needles-Kick, Kick, Punch, Kick, Kick, Punch, Kick, Punch, Punch, Kick

Hammer-Punch, Kick, Punch, Kick, Punch, Punch, Kick, Punch, Punch, Kick Change Bike Color to CPU Bike Color

In order to use the CPU Bike Color, enter the following code at the Select Player screen: Punch, Kick, Kick, Punch, Punch, Kick, Kick, Punch. Note: The Select Player screen is monochrome, so you will not be able to see the color change until the game starts.

POCKET FIGHTER

Secret Characters

Both of the following codes work at the character-select screen:

Akuma-Highlight Ryu and press Left on the joystick. Akuma will appear to Ryu's right. Dan-Highlight Ken and press Right on the joystick. Dan will appear to Ken's right.

PRIMAL RAGE

Bowling

To bowl, both players must choose the character Armadon. Do the Spinning Death move (hold buttons 1 + 4 and move the joystick Away, Toward, Down) and collide in mid-spin three times in a row. A bowling game will pop up, with the humans as pins. Move the joystick to control the path of Armadon.

Play on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair.

Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other. When the timer runs down until it is almost zero in the Sudden Death mode, lay a Fart of Fury into the air using Chaos (hold buttons 2 + 3 and move the joystick Down, Toward, Up, Away). The timer should be between the 1 and 2 "seconds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

RAMPAGE WORLD TOUR

Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the monsters are in that city only. A brief message will appear on the screen to confirm if a code has been entered correctly. Fatty Foods

This code enables an individual monster to digest fatty foods better. All people eaten by this monster award three times their normal health increase. This code only works at the end of any Jumbo Jet ride, just prior to the start of a World Tour.

 George—Hold the joystick Up, press Jump, Jump, Jump

· Lizzie-Hold the joystick Up, press Punch,

· Ralph-Hold the joystick Up, press Kick, Kick, Kick

Iron Guts This code enables an individual monster to avoid stomach upset. The "bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a World Tour.

 George—Hold the joystick Down, press Jump, Jump, Jump

 Lizzie—Hold the joystick Down, press Punch, Punch, Punch

 Ralph—Hold the joystick Down, press Kick, Kick, Kick

Food-o-Rama

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Moab, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca and Rio.

George—Press Jump

· Lizzie—Press Punch

 Ralph—Press Kick Load Up Power-Ups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia,

· George—Press Jump, Jump

Carbondale, Santa Fe and Honolulu.

· Lizzie—Press Punch, Punch Ralph—Press Kick, Kick

Secret Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city appears before the start of four very specific stages:

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia".

2) Enter the code when "Louisville" appears and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.

3) Enter the code when "Fairbanks" appears to discover the steamy secret of Eustas Demonic's Underworld Connection".

4) Enter the code when "Phoenix" appears to learn what's hidden at the secret military base known only as "Area 69".

George—Press Jump, Jump, Jump

· Lizzie—Press Punch, Punch, Punch Ralph—Press Kick, Kick, Kick

Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This

code only works in Cleveland, Oklahoma City, Fargo and Reno...

 George—Press Jump, Punch, Kick Lizzie—Press Punch, Kick, Jump

Ralph—Press Kick, Jump, Punch

SAN FRANCISCO RUSH

Different Racers

At the vehicle select screen, hold the Music button and press View 1 + Gas.

Time Trial Mode At the vehicle select screen, hold the Music button and press View 2 + Gas.

Increase Force-Feedback

At the vehicle select screen, hold the Music button and press View 3.

STREET FIGHTER III: SECOND IMPACT

Play as Akuma

Highlight Ryu at the character select screen. Press Down, Down, Up on the joystick. Press Left to highlight Ken and press Up, Up, Down. Go Right to highlight Ryu and press Up. Go Left again to highlight Ken and press Down. Now go Left until you reach Sean. At Sean press Down, Down, Up, Down, Up, Up, Up. Akuma will appear as a selectable character above Sean.

STREET FIGHTER ALPHA 2

Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the START button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

Secret Stages

Waterfall: In two-player mode, press and hold START to enter the character-select screen; you must continue to hold START as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character

Field: In two-player mode, press and hold START to enter the character-select screen; you must continue to hold START as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

Extra Colors

Choose your character by pressing two PUNCH or two KICK buttons simultaneously to access alternate colors.

Hidden Characters

The following tricks should be performed at the character-select screen.

Evil Ryu: Highlight Ryu, hold START for one second, then release. Now press Right, Up, Down, Left. Now press and hold START again for one second; while holding START, press any two PUNCH or KICK buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken. Classic Chun-Li: Highlight Chun-Li, hold the START button for at least four seconds, then press any action button to select her before you release START. "Classic Chun-Li" looks and plays like she did in Super Street Fighter II Turbo; remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold START. Now press Left, Down, Right, Up, then press any action button to select "Classic Dhalsim".

Classic Zangief: Highlight Zangief and hold START. Now press Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Down, then press any action button to select "Classic Zangief".

STREET FIGHTER ALPHA 3

Secret Character: Juni

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

 Highlight Charlie or Rolento and press Left to reveal a random select box. At the random select box, hold Left and press any button.

· Highlight Sagat or Gen and press Right to reveal a random select box. At the random select box, hold Right and press any button. Secret Character: Juli

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

 Highlight the random select box next to Charlie or Sagat. At the random select box, hold Up and press any button.

 Highlight the random select box next to Rolento or Gen. At the random select box, hold Down and press any button.

Secret Character: Balrog

Highlight Karin at the character-select screen for at least three seconds, then highlight any random select box, hold START and press any button.

"Classic" Mode

Hold Jab Punch and Short Kick before you put your money into the machine. Press START, then select a character while continuing to hold Jab Punch and Short Kick. This code gives every opponent a low Guard Meter and makes it easier to get your opponent dizzy. "Mega Damage" Mode

Hold Strong Punch and Forward Kick before you put your money into the machine. Press START, then select a character while continuing to hold Strong Punch and Forward Kick. This code gives you and your opponent double damage on all moves. You'll see a meter at the bottom of your life bar that says "on" and you'll have to win two rounds to beat an opponent while he or she only has to win one. "No ISM" Mode

Hold Fierce Punch and Roundhouse Kick before you put your money into the machine. Press START, then select a character while continuing to hold Fierce Punch and Roundhouse Kick. This code disables your Guard Meter and gives you "X" mode strength.

TOP SKATER

Note: In each of the following codes, the words "Left" and "Right" refer to the Left and Right select buttons on the machine, not directions on the skateboard.

Secret Character: Alex (Surfer)

Choose your course; then, when the character select screen appears, press the Left select button three times, Right three times and Left

Secret Character: P-Nut (Body Boarder)

At the course select screen, press and hold the START button; then, at the character select screen, press the Right select button six times, Left six times, Right three times, Left three times, Right four times, then release START. Super-Deformed Mode

At the stage select screen, press the **Left** select button nine times, Right nine times, Left four times, Right four times and Left five times. Next, lean the board forward (step on the front of the board) and press both the Left and Right select buttons simultaneously three times. When you get to the character select screen each character should appear to be in Super Deformed mode.

VAMPIRE SAVIOR

Alternate Character

Highlight Jon Talbain at the character select screen, then press START + all three Punch buttons simultaneously. This gives you an alternate version of Talbain as he appeared in Night Warriors.

Soul Stealer

At the character select screen, highlight the random-select box and enter the following code: Press START five times and hold it down at the fifth press; then, while you're still holding START, press Strong Punch (also known as Medium Punch). If you've entered the code correctly, the Soul Stealer will appear behind your character. Now you will assume the persona of each character you defeat; e.g. if you defeat Raptor, you become Raptor for the next battle.

VIRTUA FIGHTER 3

Ranking Mode

Insert your coins, then press and hold all four buttons (A + B + C + D) and press START. When the game begins, your attacks will be illustrated on the screen and your rank will be displayed when the game is over.

X-MEN VS. STREET FIGHTER

Play as Akuma

At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press Up; Akuma's picture box will appear. Play as Alpha Chun-Li

At the character-select screen, highlight Chun-Li, hold the START button and press any action button to choose Chun-Li in her Street Fighter Alpha costume.



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Batman & Robin

8009DF64-0000 + 8009DF68-0000 + 8009DF6C-0000 + 800D0718-0064—Extra health 800CF50C-0168—Infinite power

N2O Nitrous Oxide

8011B354-0103—Infinite lives, Player 1 8011B36C-0103—Infinite lives, Player 2

NBA Shootout 98

8015BBBC-0000 + 8001057A-0064—Infinite creation points

NCAA Football 99

80084F34-0000—Away team scores 0 80084F34-0063—Away team scores 99 80082D04-0000—Home team scores 0 80082D04-0063—Home team scores 99

VR Baseball 99

8007990C-0000—Away team scores 0 8007990C-0032—Away team scores 50 80079908-0000—Home team scores 0 80079908-0032—Home team scores 50

WarGames: DEFCON 1 800A9780-2F00-Infinite time 800EFACE-0064 + 800EFB9C-0064 + 800EFC4C-0064 + 800EFA3C-0064—Infinite ammo 800EF9D4-1400 + 800EFB34-1400 + 800EFBE4-1400 + 800EFA84-1400—Infinite armor 800AA814-0101 + 800AA816-0101 + 800AA818-0101 + 800AA81A-0101 + 800AA81C-0101 + 800AA81E-0101 + 800AA820-0101-All levels

800AA844-0101 +

(NORAD)

800AA846-0101 + 800AA848-0101 +

800AA84A-0101 + 800AA84C-0101 +

800AA84E-0101 +

800AA850-0101—All levels (WOPR)

WWF War Zone

800D6934-0000 +
800D6988-0000 +
800D69BA-0000 +
800D6C74-00F0—Player 1 invulnerable
800F6958-0000 +
800F69AC-0000 +
800F69DE-0000 +
800F6C98-0000—Player 2 invulnerable
8007A0F0-3FFF +
8007A0F2-1000 +
8007A0F4-3FFF +

Nintendo 64

Banjo-Kazooie

DE000400-0000 +
8124C9D8-1700 +
812876A4-1700 +
812D3DC0-1300—Must be on
80385F8B-0009—Infinite
lives
80385F6F-0063—Infinite red
feathers
80385F73-0063—Infinite
gold feathers
81385F8E-0E10—Infinite air
80385F67-0063—Infinite
eggs

Forsaken 64

8004013C-0005—Infinite lives
D014E5E2-0011 +
8114E5E0-1000—Infinite shields

Mortal Kombat 4

800FE293-000F—Play as Goro, Player 1 800FE293-0011—Play as Noob Saibot, Player 1

Off-Road Challenge

8012C49B-000A—Max. nitros 8012C4A3-000A—Max. speed 8012C4AB-000A—Max. tires

War Gods

80336593-0001—Cheat menu

WWF War Zone

8113A488-1000 + 8113A48A-07FF + 8113A48C-2000 + 8113A48E-3FFF—Extra characters

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TIPS& HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (213) 651-3042 or write to us at TIPS & TRICKS HI Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players—show this page to your local arcade owner/operator and spread the word!

JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Ehrgeiz	80,640 (Cloud)	DDD
Ehrgeiz	8'18''96	SQR
Tekken 3	31 wins (King)	KIN
Tekken 3	3'27"65 (Paul)	SAW
Hyperdrive (Mars Dragstrip)	2:03′53	FBR
Hyperdrive (Orbital Speedway)	2:19'13	FBR
Hyperdrive (Asteroid Mine)	2:27'41	FBR
Hyperdrive (Deep Space)	2:05'32	FBR
Junkyard (pinball)	283,460,410	JPW
Rampage World Tour	522,820	CBR

ALL AMUSEMENT CENTER

201 E. Magnolia, Suite #128 • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Street Fighter Alpha 3	885,600	JSN
Tekken 3	2:40'06	JAG
Cruis'n World (Australia)	1:21'38	ARV
Top Skater (Expert)	371,562	ACE
Top Skater (Novice)	598,567	GAB
Daytona USA (Beginner)	2:19'85	WMC
Marvel vs. Capcom	1,027,600	GABRIEL
The House of the Dead	83,560	RBV
Area 51	999,999	LUIS
Maximum Force	507,280	XAU

MALIBU GRAND PRIX

7775 NW. 8th St • Miami, FL 33144 • (305) 266-2100

GAME	HI SCORE	NAME
Blitz (Grand Champion)	87 WINS	INS
Blitz (Avg. Rushing Yards)	328.25	EASY
Blitz (QB Rating)	261.4	METRO
Daytona USA (Expert)	3:25'45	YOU
Cruis'n World (Florida)	1:30'46	воо
Cruis'n World (Hawaii)	1:43'34	CLD
Cruis'n World (Japan)	1:28′55	DAN
Street Fighter Alpha 3	16 Wins	MDK
Daytona USA (Beginner)	2:20'48	BEN
Daytona USA (Beginner)	2:21'10	DAV

FUN-O-RAMA

7795 W. Flagler St. • Miami, FL 33144 • (305) 266-8867

GAME	HI SCORE	NAME
Blitz '99	10 wins	DEE
Daytona USA 2 (Beginner)	2:16'89	Nelson Santamaria
Daytona USA 2 (Advanced)	3:08'24	Jorge Abreau
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 2	17 wins	Nelson Santamaria
Street Fighter Alpha 3	18 wins	VIC
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tekken 3	7 wins	Ana Flores
Tetris	998,041	Jason Wilson

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

Cruis'n World (Australia) 1:14'20 RSH Time Crisis (Stage 3) 5:16 KIK Time Crisis II 600,000 RHD Golden Tee '98 164 yd. Eagle BIZ Daytona USA 2:19'26 Danny Rodrigue: San Francisco Rush (Beginner) 2'25'00 Miami, FL Blitz 53 wins CHL Indy 500 KAW	GAME	HI SCORE	NAME
Time Crisis II 600,000 RHD Golden Tee '98 164 yd. Eagle BIZ Daytona USA 2:19'26 Danny Rodrigue: San Francisco Rush (Beginner) 2'25'00 Miami, FL Blitz 53 wins CHL	Cruis'n World (Australia)	1:14'20	RSH
Golden Tee '98 164 yd. Eagle BIZ Daytona USA 2:19'26 Danny Rodrigue: San Francisco Rush (Beginner) 2'25'00 Miami, FL Blitz 53 wins CHL	Time Crisis (Stage 3)	5:16	KIK
Daytona USA 2:19'26 Danny Rodrigue: San Francisco Rush (Beginner) 2'25'00 Miami, FL Blitz 53 wins CHL	Time Crisis II	600,000	RHD
San Francisco Rush (Beginner) 2'25'00 Miami, FL Blitz 53 wins CHL	Golden Tee '98	164 yd. Eagle	BIZ
Blitz 53 wins CHL	Daytona USA	2:19'26	Danny Rodriguez
	San Francisco Rush (Beginner)	2'25'00	Miami, FL
Indy 500 2:33'00 KAW	Blitz	53 wins	CHL
	Indy 500	2:33'00	KAW
			N. S. C.

GRAND PRIX RACE-O-RAMA

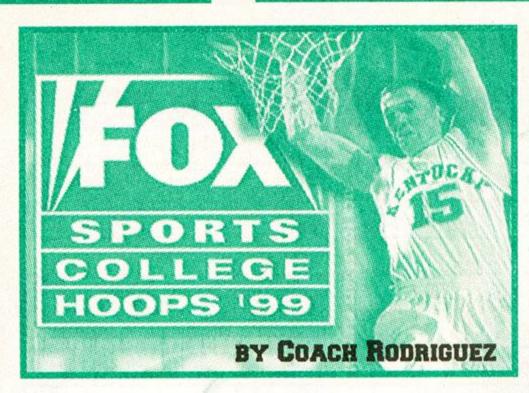
1501 NW 1st Street • Dania, FL 33004 • (954) 921-2416

GAME	ME HI SCORE	NAME
sis II	925,620	WLV
3	2:35'25 (Heihach	i) MTD
se of the Dead	ne Dead 66,062	DAN
rom Mars (pinball)	ars (pinball) 20,733,574,000	BRU
ams Family (pinball)	mily (pinball) 4,142,775,670	ME

METROPOLIS

72-840 Hwy. 111 Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurdihana
Street Fighter Alpha 3	2,562,100	Bob Tan
Cruis'n USA (L.A. Freeway)	1:48'05	MAC
Time Crisis II	793,970	AWS
Rival Schools: United by Fate	2,030,100	William Blackman
Puzzle Fighter	492,218	Dennis Tiangco
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43′15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan



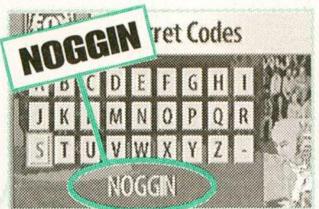
f you haven't picked up a copy of Fox Sports College Hoops '99 by now, you should put this magazine down and head over to your local game store to get it; it's one of those games that you

just can't stop playing. Here are some top-

secret codes that will make College Hoops even more exciting than before. Note: These codes must be entered at the Secret Codes screen from within the options menu. You can use multiple codes at once; after you've entered a code correctly, erase the text and type in another code of your choice.

BIG HEAD MODE

This code more than doubles the size of each player's head.





TRIPPY BALL

Trails will follow behind the basketball with this code; it's similar to the effect in NBA JAM when you're "on fire."

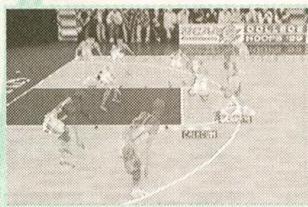




GHOST MODE

All players become partially transparent in Ghost Mode.





No Shot Clock

This code disables the shot clock. You'll be surprised how the game's strategy can change without it.





Z-AXIS COURT

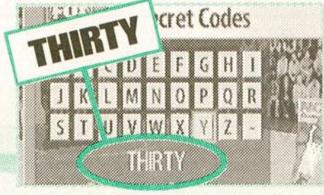
The current game will take place in the Z-Axis basketball court.

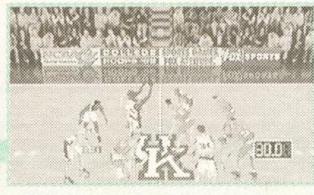




SHORT GAME

Input this code to activate a 60-second game. See how many points you can score!





Z-Axis Basketball Team

Use this code if you would like to play as the design team behind College Hoops.

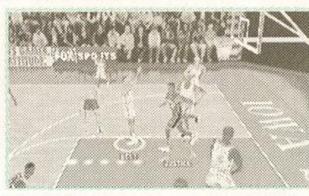




HOME TEAM FAVORITISM

The refs will call fouls that favor the home team if you activate this code.





DARK BACKGROUND

This code removes the bleachers and crowd, improving the game's "frame rate" for smoother animation and increased speed.





FRINK MODE

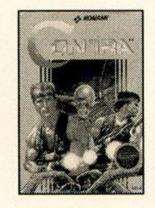
If you'd like to hear some interesting in-game commentary, try this code.





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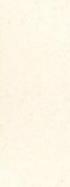
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Jet Moto
John Madden 97
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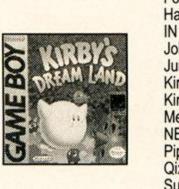
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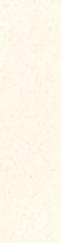
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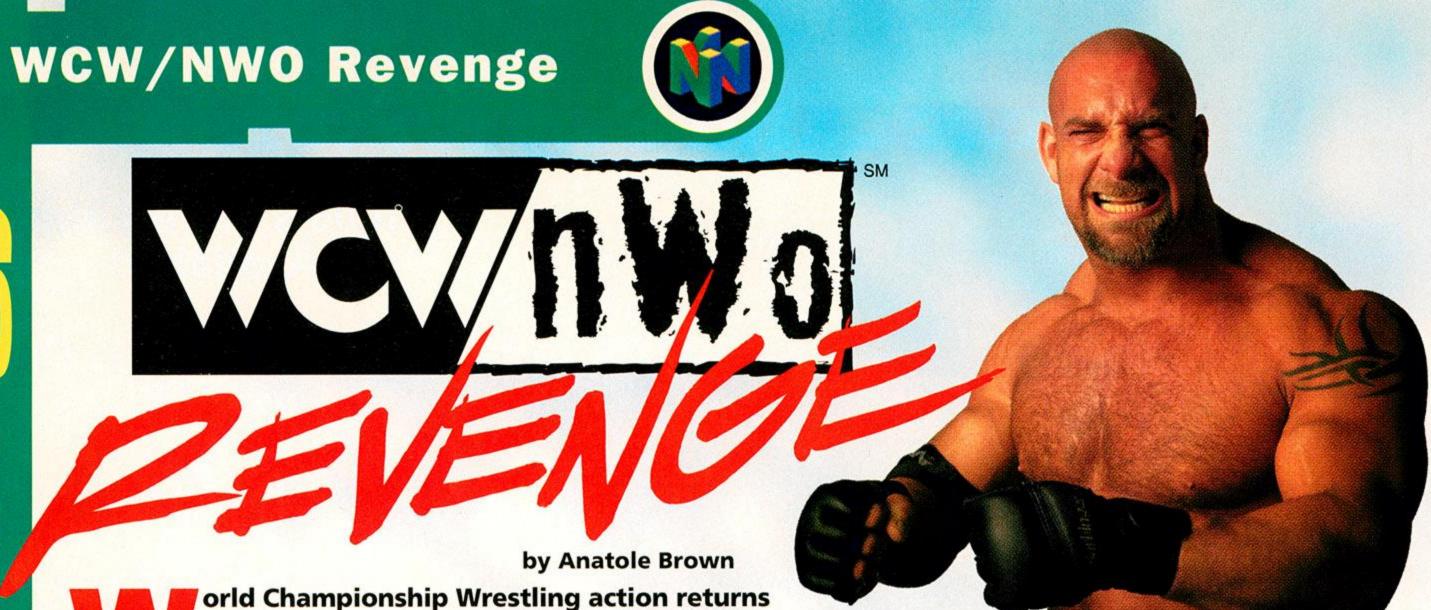




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orld Championship Wrestling action returns
to the N64 with WCW/NWO Revenge. If you
played WCW/NWO World Tour, you should have no problem get-

ting right into the action. Revenge is very similar to World Tour, but the controls and graphics are a lot tighter and there are a lot more wrestlers to choose from! Even if you're not a wrestling fan, this game is a barrel of fun and is probably one of the best multiplayer games on the N64. Here are several tips that will help you get started on the road to the coveted Championship Belt.

THE SPIRIT METER







As you successfully execute your moves, the spirit meter will rise and gradually go from green to red. When your spirit meter flashes red, tap the analog stick to get a reaction from the crowd and you will see the word "Special" come up on the meter. Hold down the A button and do a strong grapple. If your guy moves the opponent's arms out of the way and then grapples him, you'll know that you've executed the strong grapple successfully. While in the grapple position, tap the analog stick and your wrestler will do a Special move. Try pinning an opponent with a Special move for a three-count victory to get tons of points for a strong finishing move. If you're quick, you can execute up to two or three Special moves before the Spirit meter falls back to normal. Besides pummeling your opponent, getting a reaction from the crowd while your opponent is out of the ring is a good way to pump up your Spirit meter. If your Spirit meter turns blue or you see the words "Danger!" flashing, then your wrestler is too weak and is susceptible to a pin or to giving up in a submission hold.

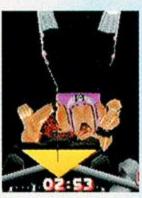
WRESTLING MOVES

All of the wrestlers use the same button commands, but their resulting actions vary from one another. Each wrestler has his own strengths and weaknesses—some guys can't do turnbuckle moves but are submission hold specialists, while other guys may have weak submission holds but have powerful striking moves. With tons and tons of wrestlers, you should have no problem finding one that best suits you.

Turnbuckle Moves







When your opponent is groggy and leaning against the turnbuckle, you can either head-butt him in the stomach or lift him up onto the turnbuckle and super-suplex him down to the mat by pressing **A**.

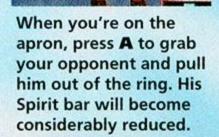


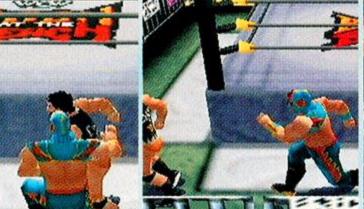


Use the CT to climb the turnbuckle for a flying attack.
You'll get points deducted from your final score if you
miss, so make sure your opponent is groggy or lying unconscious. Again, some wrestlers may merely taunt on the
turnbuckle if they don't have any turnbuckle moves.

On the Apron









You can smash your opponent just as if you're throwing him against the ropes. Run after him and follow through with a clothesline hit and he'll be knocked out cold so you can have time to get back in the ring.







A new feature in *Revenge* is the ability to duke it out on the entranceway. You can get a cheap victory by throwing your opponent straight through the entranceway and toward the door. If you do it late in the 20-count, the opponent will take a long time to get back in the ring and you can get an easy ring-out victory. Try it in the Super Brawl arena—the guy will go flying out the door!



WCW/NWO Revenge





If you swing your opponent into the turnbuckle, he'll bash his head into the pole with a "ding!" and he'll become dizzy!

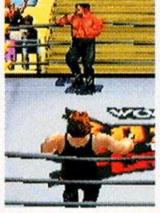


grab an object from the crowd. You can grab a chair, part of a table, a metal briefcase, trash can, stop sign, a bat with glass shards or (gulp) nothing at all! In Revenge you can bring the objects back into

the ring. You can also yank any object away from an opponent by pressing R.

Robe Moves

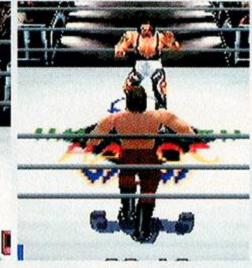






To clothesline your opponent, grapple him and throw him against the ropes by pressing C and the direction you want to throw him. You can either run to the opposing ropes and bounce back or run after him to clothesline him by pressing B.



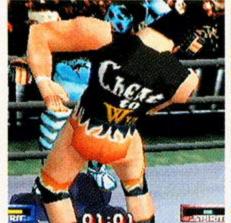




Now what's

wrestling without props? Press C to

You can also throw your opponent against the ropes and wait until he comes back to flip him over by pressing A.





plex him back into the ring. Don't let him counter it, or else you're going out of the ring too!



When your opponent is on the other side of the ropes, grapple him and press A again to su-



Press B after grappling the opponent on the other side of the rope and you'll smash him back down on the floor.



If you're on the outside of the ropes, grapple and press B to break your opponent's arm over the rope. Ouch!







After grappling with your opponent on the ropes, press C and the direction of the nearest turnbuckle-you'll bash his head in and give him a big headache. This works on both sides of the rope. Counter with the R button if he's trying to do it to you.







The most common reverse maneuver is when you are getting thrown against the ropes. Press the R button to flip your opponent around and throw him instead. Most attacks can be reversed or even counter-reversed, but timing is crucial.

If you press the A button near the ropes, some wrestlers can jump over it and smash down on an opponent who's lying down. However, some wrestlers merely taunt their opponent from the ropes using the same commands.



Some wrestlers fight cheap and will punch you in the family jewels! If you're using someone cheap like Barbarian, press R when you've been knocked down to get up slowly, then press B andding!-you'll deliver a low blow to your unsuspecting opponent!

COMBINATION

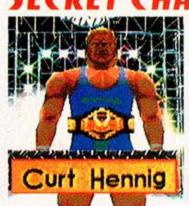
Wrestlers with strong striking moves—like Goldberg—can pull out lethal combos. Grapple an opponent and press B and Up, Down, Left or Right on the D-pad (the direction varies from wrestler to wrestler) and you will see a combo meter appear by the Spirit bar. You'll automatically pull out combos. Some wrestlers can pull out a full ten-hit combo when the Special is flashing!



If you take a long time during a bout, another wrestler may come through the entranceway to help out your opponent. If you beat up the new guy good enough, he'll step out of the ring and leave you alone. Sometimes, if you're losing too badly, a partner will join in to help you out. Sting will sometimes come down from the ceiling!



You can check out some of the wrestlers' sidekicks in Exhibition Single Match mode. For example, Macho Man Randy Savage will come in with his lady, Elizabeth. Yes, you can bash her head in, but she will kick you where it counts and her man won't be too pleased.



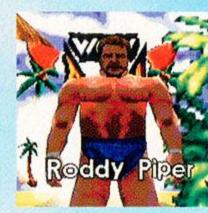
Curt Hennig will be available if you beat the U.S. Heavyweight mode without losing.



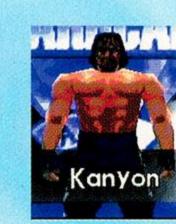
Kidman will become available if you beat the Cruiserweight mode without losing.



Meng and Barbarian will become available if you beat the Tag Team Title mode without losing.



Roddy Piper will become available if you beat the World Heavyweight mode without losing.



Kanyon will be available if you beat the TV Title mode without losing.

THERE ARE MORE SE-CRET CHAR-ACTERS TO COME, SO STAY TUNED!



by Jason Wilson

ast issue's strategy guide just scratched the surface of this incredible game, helping you locate everything up to Security Card Level Four. By now you should be deeply involved in the storyline, trying to sort out the truth about Gray Fox, Metal Gear, Hal Emmerich, Meryl, Naomi Hunter and even the Colonel. This guide will take you to the very end of the game and unveil information about cool secrets involving the camera, Meryl, some haunting apparitions and even...Castlevania?



After rescuing Dr. Emmerich from the Cyborg Ninja, your next mission is to find Meryl and destroy Metal

Gear once and for all. Contact Emmerich at frequency 141.12; he will tell you the locations of various weapons and other items hidden around the base. Meryl is disguised as a guard lurking in the first level of the basement in the Nuke Building. You can get close to her by disguising yourself as a cardboard box or by sneaking up on her. You will be able to distinguish Meryl from the other guards by the way she wiggles her butt.





Nuke Building Basement Level 1

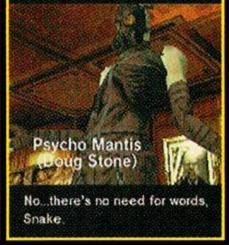
Upon following Meryl into the ladies' room, you will then be able to head towards the Commander's room to get to the underground base. At this point, you will have Security Card Level Five. Notice that Meryl is beginning to act strangely. Is she in love with Snake, or is she trying to kill him? You will need to find a way to stop Meryl without using your weapon. You can throw her over

your shoulder with the button or just perform a three-hit-combo to daze her. It's better to use the throw, if only because you may end up killing Meryl









Boss: Psycho Mantis

The man who reads your mind can read your controller as

well. How can you defeat a foe who seems to know what you're going to do even before you do it? Believe it or not, the simplest way to **counter Psycho Mantis** and his telekinetic powers is to plug your controller into the Player 2 port on the PlayStation! If you do this, you'll have a fair fight because Mantis will not be able to telegraph your movements. This boss plays a very aggressive game; he will attack you with various objects that are lying around the room. Your best bet is to stay on the far left side of the screen when he

goes into his "chair attack." Use your FAMAS assault rifle to destroy Mantis from the side, shooting him as his shadow moves vertically up and down the screen. When Mantis begins to go into his second pattern of throwing objects, stand in the middle of the screen, aim your FAMAS assault rifle directly at him, knock him out of his position and dodge the object. After depleting more than 75% of Psycho Mantis' life force, he will take control of Meryl once again. Make sure you put away your weapon and use the over-the-shoulder throw to daze Meryl once and for all.









Cave

Your objective now is to make your way through the maze-like caves and get to the communication tower. Your radar won't help you in this level, therefore you will need to use your Night Vison Goggles to be able to move around. To the right from your starting position, you will find a box of rations; from here you can also see Meryl waiting in the distance for your arrival through the hole in the cave. Unfortunately, you must find an alternate route to catch up with her. Proceed to crawl under the cave to your left, avoiding the wolves. Two shots from your SoCom or FAMAS assault rifle will take care of them.





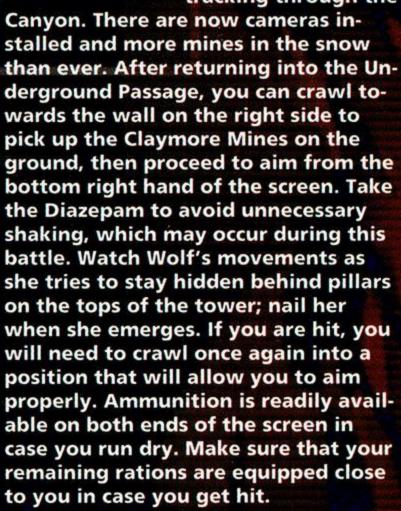


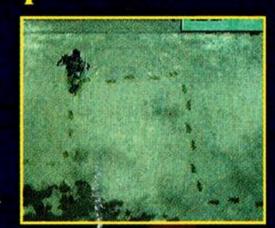
Move to your right and switch to first-person mode; you will be able to view the passageways that you must crawl under to get to the other side. A complete replenishment of items—including ammunition and rations—is available here as well. From this point, crawl up then to the right to reach the door. You'll find Meryl with a wolf puppy and another wolf who will take a liking to you. If you attack Meryl, then quickly equip the cardboard box, the puppy will urinate on you—now you have the wolf scent, and the wolves will leave you alone until you exit the caves!



Boss: Sniper Wolf

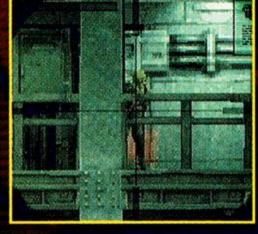
After Snake walks into the underground passage and follows Meryl's footprints to safety, Meryl will be ambushed by Sniper Wolf. The only way to defeat her is to retreat back to the Armory in Basement Level 2 of the Tank Hangar and get a Sniper Rifle. (You should be able to avoid the wolves in the caves with ease.) Remember to use your Mine Detector when backtracking through the





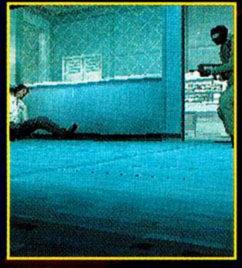






Medical Room







You've been captured by the enemy and all of your items and weapons have been confiscated—now it's time to face the terrors of Revolver Ocelot's torture chamber. Whatever you do, do NOT press the SELECT button to submit! This will have a serious effect on the ending you'll see when you finish the game. After two doses of torture, the guard on duty will suddenly become sick and run to the lavatory. At this point, Otacon will meet you at your holding cell in stealth mode. He will give you a bottle of ketchup and the scarf of Sniper Wolf. There are two ways to escape from the cell. If you hide under the bed, the guard will think you've escaped and enter the cell to search it. Alternately, if you equip the ketchup and spread it over your body, the guard will think you've been injured and enter the cell to check on you. Either way, take advantage of the opportunity to knock him unconscious and walk out the open door. Proceed to the door on the left side that uses Card 6. Inside, you'll find a box with all of the items that Revolver Ocelot confiscated from you during your capture. Throw a Chaff Grenade to disable the camera, then proceed back to the

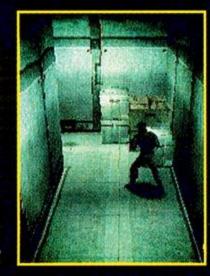
Underground Passage where you battled Sniper Wolf. Go to Basement Level One of the Nuke Building and enter a Card 6 security door to grab the Medicine; you will need it to avoid a cold later in the game.



Communication Tower A and Walkway

the Card 6 security door. Grab the ammunition and head down the passage-way to the next security door. No matter what you do, you will trigger an alarm that alerts every enemy in the tower to your presence. Use Stun Grenades to control your enemies for short periods of time, then take them out with the FAMAS Assault Weapon. Make sure you pick up the camera here as well. Upon reaching the top of the tower, you will reach a well-guarded walkway; the attackers here can only be taken out with Nikita Missles from a distance. Eliminate them, then proceed towards the edge of the building. You will be confronted by Liquid Snake in a Hind chopper. Use your rope to climb down the building,

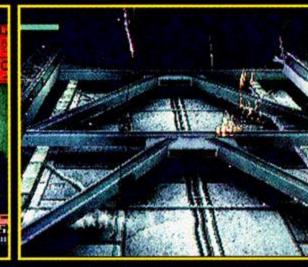
avoiding the steam that is released from the ducts.
Upon landing, use your Nikita Missiles to ambush the guards that will attack you at the end of the long corridor. Go into the door that leads to Communication Tower and get the Stinger Missile for the upcoming battle with the Hind.







After passing through the Underground Passage near the caves, proceed to



104



Communication Tower B

After travelling a short distance, you'll find that the elevator is broken. **Proceed** down the long, winding stairway and you will









appear at the elevator back at the top of the stairs. He will then try to fix the elevator for you while you go back to the roof of Communication Tower B to fight Liquid Snake in the Hind. Use your Chaff Grenade to disable the array of cameras that are placed along the walls of the stairway. Pick up the ration and ammunition for your Stinger Missles before heading up the ladder to face Liquid.

Broken Elevator?

After defeating the Hind, proceed to the broken elevator. Otacon will notify you that four optic camouflage suits were stolen from the lab...and the thieves are closer than you think! Switch to Thermal Goggles for a better view and nail them with your FAMAS assault rifle. Go into the door marked security Level 6 and use a Chaff Grenade immediately upon entering. Now head back through the final Card 6 security door into the Snowfield.







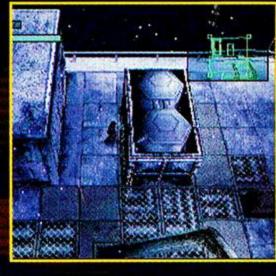


Boss: Hind

Your first battle with Liquid Snake is a long, tough one. Make sure that you do not waste any of your Stinger Missles. You will need at least 20 of them to defeat the Hind. The middle barricade will be your lifeline during this battle. Watch your radar as the Hind goes from Red (attack mode) to Pink ("leisure" mode). When the indicator is pink, go to the edge of the roof where the Hind is located, equip yourself with the Stinger (making sure it is locked on), then immediately change weapons in order to run behind the barricade and avoid the bullets. After eliminating about 25% of the Hind's life bar, Liquid Snake will change his pattern: He'll hide under the building, then suddenly appear with a spray of bullets. Do not panic! Simply go out into the open and aim your Stinger Missile at the ground, following the Hind as it moves. Fire as soon as you can see the chopper in the sky. Repeat this pattern and you should be able to defeat the Hind without a scratch.











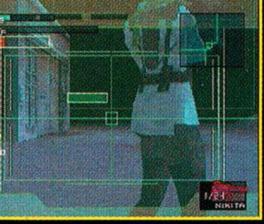
Boss: Sniper Wolf

She's back! This time you can defeat her two ways. You can pick a safe spot on the far right side of the snowfield and pick her off with Nikita Missiles, guiding them to her one at a time...or, to make more efficient use of your time, you can use a combination of your Diazepam and standard Sniper Rifle. Hide in the bottom right corner of the first tree you see to avoid being ambushed. After a few shots, Wolf is gone; place her handkerchief on her head and proceed to the barracks that are surrounding the snowfield. Here you can acquire rations, Cardboard Box C, Grenades and ammunition for all your weaponry. Upon entering the warehouse, use Chaff Grenades to disable the cameras.







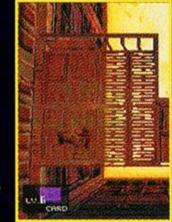






Blast Furnace

It's Disc 2 time! After entering the building and proceeding towards the stairs, you will be prompted to insert the second CD into the PlayStation. Upon entering, you will need to gather the implements surrounding the area, avoid the guards and head towards the wall on the left side towards a moving pillar. You will need to lean up against the wall, moving very carefully. Duck underneath the pillar as it passes you. If you stand up, you will be knocked into a pit of steaming heat. Continue to move along the wall and head towards the bottom floor, into the Steam Room. Grab the sets of Nikita and PSG ammunition and avoid the blasts that protrude from the walls. Cameras are placed throughout the area. Use your Chaff Grenades to run past them with ease.









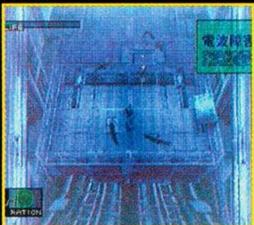
Cargo Elevator

Heading into the depths of the Metal Gear base can be a bit scary. Just when all is quiet and you're minding your own business, an ambush of evil henchmen invade your elevator! Take them out with your FAMAS assault rifle and move in a circular motion to avoid their sprays of bullets. At the end of a long route, ravens begin to fly about the cavern, where it has become quite cold. Having your rations equipped will keep them from becoming frozen as you head towards the doorway, grabbing rations, C4 and Nikita ammunition along the way. Before entering the second Cargo Elevator, you will need to crawl towards it; Claymore Mines are hidden on the floor and your Mine Detector will not detect them.









Boss: Raven Vulcan

Raven Vulcan is huge, agile and intelligent; fortunately, he's not too quick. There are many ways to defeat this boss. A combination of C4, Claymore Mines and Nikita Missiles works wonders against him. Raven will attempt to locate you with his incredible range of vision, then mow you down completely. You will need to anticipate his moves, then sneak a Nikita Missile behind him. If it is in his line of vision, he will destroy it. Setting Claymore Mines around the various pathways will eventually trap Raven Vulcan; you can literally sit in one spot and smoke a cigarette while Vulcan is getting manhandled. There are two sets of rations in this maze of corridors. One is on the bottom right upon entry, the other is on the left side of the maze. If you take too long to destroy Vulcan, he will begin to block off the maze by barricading certain passageways. Keep using a combination of Nikita Missles from his blindside and

well-set Claymore Mines and you'll win with ease. You should now have Security Card Level 7. If you return to the snowfield and enter the warehouse with the Level 7 Security Door, you will get a ton of

Stinger ammunition...but you really don't need to waste all of your valuable

time to

do so.





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Underground Base

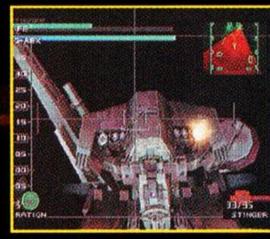
Walk fast upon entering. Traps are set conveniently next to items. Put on your Night Vision or Thermal Goggles to get a better view of the surroundings. Make sure that you have plenty of Chaff Grenades to disable the plethora of cameras surrounding the base. Take the ladder up the stairs, proceed down, then up towards the next metal ladder, picking up rations and ammunition for Stinger Missles on the way. You will approach the meeting room where Revolver Ocelot and Liquid Snake are discussing the details of the launch of Metal Gear. Unfortunately, after a confrontation you will lose the PAL Key; it ends up in the sewer below. You now need to make your way back to the beginning of the Underground Base, crawl along the outskirts of the sewer to locate the PAL Key and avoid the hidden mines. Keep an eye out for a mouse that may take your PAL Key and swallow it! Return to the computer room—using a Chaff Grenade to avoid the cameras inside and insert the PAL Key in the first computer. Don't get frustrated; this section is very tedious and you will need to do guite a bit of backtracking, so be patient. You will then need to change the shape of the PAL Key. Head back to Vulcan Raven's lair—when the color of the card changes to blue, go all the way back to the computer room and insert the card into the middle computer terminal. Proceed all the way back to the Blast Furnace to heat the card. After it turns red, head back to the computer room and insert your card into the last terminal.

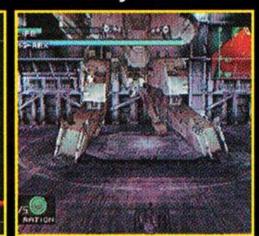


Boss: Metal Gear Rex

To your dismay, you have now launched the Metal Gear nstead of disabling it! You now have to destroy the Metal

Gear Rex! As enormous as it is, this boss has weaknesses. Only gather





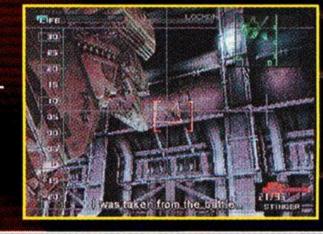
the Stinger Missile ammunition if you are in dire need. Rex will attempt to shoot at you with a barrage of gunfire, a blue laser, then missiles. Move forward as soon as you see the missiles headed towards you. Lock on your Stinger Missile and repeat. Hiding behind objects is

useless, as the missles will seek you out completely. After a dramatic in-





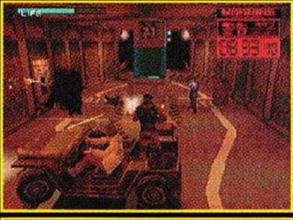
terlude, you will battle the Rex in a second wave of attacks. Repeat the pattern of walking forward while standing close to the Rex, then locking your Stinger Missile onto its nose to destroy the Metal Gear once and for all.



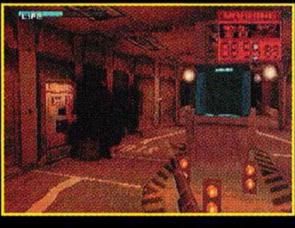
Escape Route

Grab all the rations you see and head towards the jeep. The ending you'll get is determined by the character who joins you at this point (Otacon or Meryl). Before getting in the jeep, kill the guard who is positioned at the bottom near the barrels to avoid major conflict later. Jump in the jeep and use the machine gun to wipe out the remaining guards. Enter first-person mode to get a closer view of your surroundings and shoot enemies from left to right at the well-guarded gates. After all is done, one of your greatest enemies will reappear for the last time, weaving a jeep left and right and trying to submerge you in bullets. Keep your perspective and nail him as he sways back and forth, then enter the daylight for one of two amazing ending sequences!









Final Boss: Liquid Snake

No weapons, no items, no rations. Just one-on-one, hand-to-hand combat to the death. You have approximately two and a half minutes to kill Liquid. Try to stay in the middle of the path to block him from scurrying off to the sides. Hit him three times with your combo move, then proceed after him. If he ducks the first punch, get out of the way and let him take a swing, then hit him with a combo once again. When half of Liquid's energy is depleted, he will attempt a football tackle on you.





Immediately dive on the floor and use your crawl maneuver to avoid it! Liquid will also unveil a series of punches that will obliterate your

life bar in a jiffy. Punch Liquid once, then dodge his attacks to break his pattern and you should be fine.

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To maximize replay value, this section will give you details on some of the goodies and secrets in *Metal Gear Solid*. After completing the game, you will have achieved an ultimate ranking that rewards you with special items and other cool surprises!

Ending Ratings

Finishing the game at any difficulty level will reveal the "Extreme" difficulty setting. Each of the four difficulty settings will give you specific ratings; below is a chart that shows how to achieve each of them.

Rank 1

- Finished game in three hours or less
- Killed no more than 25 enemies
- Used no more than one ration
- Discovered by enemy no more than four times
- Saved game less than 80 times
- Used no continues

Easy Ranking - HOUND

Normal Ranking - DOBERMAN

Hard Ranking - FOX

Extreme Ranking - BIG BOSS

Rank 2

- Finished game in two and a half hours or less
- Killed less than 250 enemies
- Used less than 130 rations
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking - PIGEON

Normal Ranking - FALCON

Hard Ranking - HAWK

Extreme Ranking - EAGLE

Rank 3

- Finished game in less than 18 hours
- Killed at least 250 enemies
- Used less than 130 rations
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking PIRANHA

Normal Ranking ~ SHARK

Hard Ranking - JAWS

Extreme Ranking - ORCA

Rank 4

- Finished game in less than 18 hours
- Killed any number of enemies
- Used 130 rations or more
- Discovered by enemy less than 30 times
- Saved game less than 80 times

Easy Ranking PIG

Normal Ranking ~ ELEPHANT

Hard Ranking ~ MAMMOTH

Extreme Ranking ~ WHALE

Rank 5

- Finished game in less than 18 hours
- Killed any number of enemies
- Used any number of rations
- Discovered by enemy less than 30 times
- Saved game 80 times or more

Easy Ranking ~ CAT

Normal Ranking - DEER

Hard Ranking ~ ZEBRA

Extreme Ranking ~ HIPPO

Rank 6

- Finished game in 18 hours or more
- Killed any number of enemies
- Used any number of rations
- Discovered by enemy less than 30 times
- Saved game any number of times

Easy Ranking - KOALA

Normal Ranking - CAPIBARA

Hard Ranking - SLOTH

Extreme Ranking ~ GIANT PANDA

Rank 7

- Killed any number of enemies
- Discovered by enemy less than 30 times
- Satisfy any two of the following three conditions:
 - Finished game in 18 hours or more
 - Used 130 rations or more
 - Saved game 80 times or more

Easy Ranking - CHICKEN

Normal Ranking ~ MOUSE

Hard Ranking ~ RABBIT

Extreme Ranking ~ OSTRICH

Rank 8

- Discovered by enemy less than 30 times
- Killed less than eight enemies

Easy Ranking - PUMA

Normal Ranking LEOPARD

Hard Ranking - PANTHER

Extreme Ranking - JAGUAR

Rank 9

- Satisfy any one of the following two conditions:
 - Discovered by enemy between 30 and 54 times, killed less than eight enemies
 - Discovered by enemy 55 times or more, killed less than four enemies

Easy Ranking ~ KOMODO DRAGON

Normal Ranking - IGUANA

Hard Ranking - ALLIGATOR

Extreme Ranking ~ CROCODILE

Rank 10

- Satisfy any one of the following three conditions:
 - Discovered by enemy less than 30 times, killed between eight and 19 enemies
 - Discovered by enemy between 30 and 54 times, killed between eight and 15 enemies
 - Discovered by enemy 55 times or more, killed between four and 15 enemies

Easy Ranking ~ MONGOOSE
Normal Ranking ~ HYENA

Normal Ranking - HYEW

Hard Ranking - JACKAL

Extreme Ranking ~ TASMANIAN DEVIL

Rank 11

- Satisfy any one of the following two conditions:
 - Discovered by enemy less than 30 times, killed 20 enemies or more
 - Discovered by enemy between 30 and 54 times, killed between 16 and 19 enemies

Easy Ranking ~ SPIDER

Normal Ranking ~ TARANTULA

Hard Ranking ~ CENTIPEDE

Extreme Ranking ~ SCORPION

Rank 12

- Satisfy any one of the following two conditions:
 - Discovered by enemy between 30 and 54 times, killed 20 enemies or more
 - Discovered by enemy 55 times or more, killed 16 enemies or more

Easy Ranking - FLYING SQUIRREL

Normal Ranking ~ BAT

Hard Ranking - FLYING FOX

Extreme Ranking ~ NIGHT OWL



Secrets Uncovered!

To get the Stealth Camouflage, you will need to submit to Revolver Ocelot's torture chamber after defeating Sniper Wolf the first time you face her. If you do this, Meryl will die in the ending and Ocelot will leave the base with you. If you have not already found the Camera in the second floor basement of the armory next to Revolver Ocelot's chamber, you will receive it as well.



To receive the Bandanna, you will need to endure Revolver Ocelot's torture chamber after defeating Sniper Wolf the first time you face her. Then, Meryl will come back to life after defeating Liquid Snake during the one-on-one battle. If you have not already found the Camera in the Tank Hanger Basement Level 2, you will receive it as well.



Finishing the game twice at any difficulty level will change the Cyborg Ninja's color to red and blue.





Finishing
the game
three
times at
any difficulty level
will
change
the ending
song to
the main
theme of
Metal Gear
Solid.

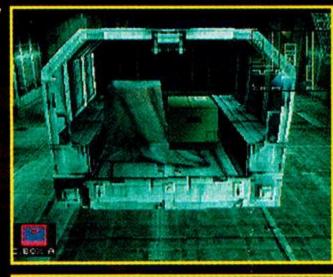


Super Secrets!

Quick Access to Areas Around the Base!

Notice that the three cardboard boxes in

your inventory are marked "Heliport," "Snowfield" and "Nuke **Building."** You can "warp" to each of these locations by entering a cargo truck and placing the appropriate box over your head. A few seconds later, a guard will transport you to the destination marked on the box you chose!





Make Meryl Blush!

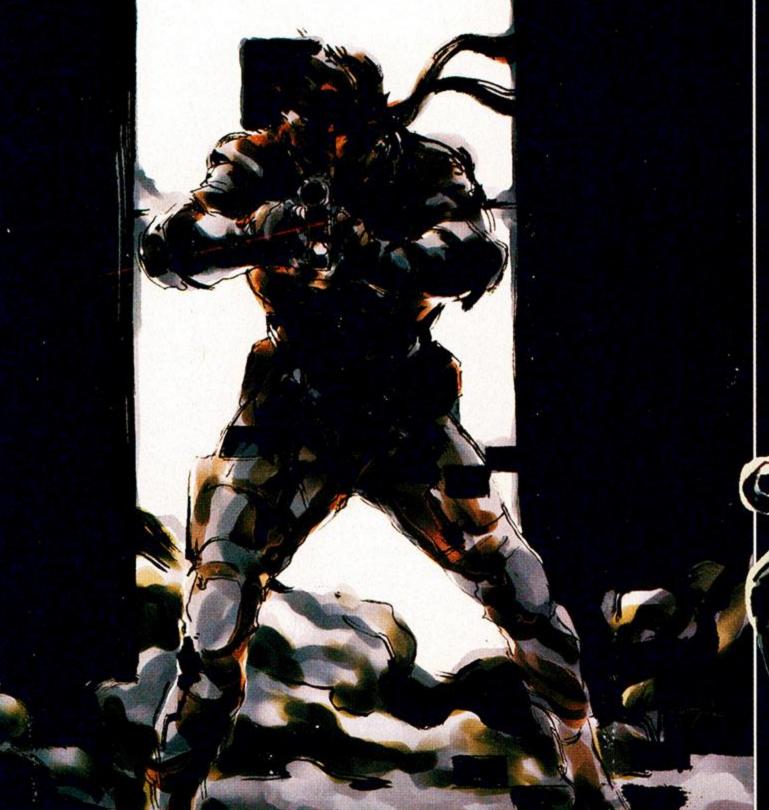
Enter first-person mode and stare at Meryl. If you stare long enough, you'll see her face turn red and she'll ask Snake why he's staring at her.





BEFORE

AFTER

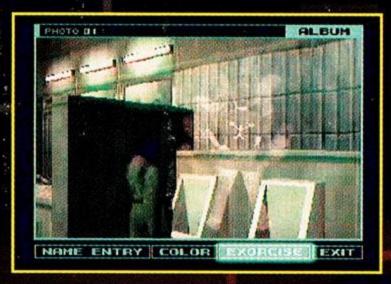




December 1998 TII

Ghosts!

Using the camera in certain locations may conjure up a ghostly image of one of the development team members. This will take up two spaces in your memory card; you can view them in the "Special" section in the Options menu.







Telekinesis!

Psycho Mantis knows more about you than you think. Before your battle with him in the Commander's Room of Nuke Building Basement Level One, Mantis will unveil his psychic abilities, telling you if you are a brave warrior or a fool for not saving your game very often. If you have certain Konami games' save data on your memory card (including Castlevania: Symphony of the Night, Suikoden, Nagano Winter Olympics '98, Contra: Legacy of War and others) Mantis will tell you exactly what type of games you like to play. If you are using a Dual Shock controller, he will tell you to place it on the floor where he will make it move from left to right with his telepathic powers!









Mei Ling's Tongue!

To get Mei Ling to make funny facial expressions—including sticking her tongue out at you—call her on your CoDec transmitter (frequency 140.96) and don't save your game. Do this three times and she will stick her tongue out at you.



Getting Items Early!

If you can't get into a door because you need a higher level security card, try this trick: Grab one of the guards and drag him near the security door you wish to enter. If that particular guard has security clearance, the door will open as you drag him in front of it!











Get ready for the most off-beat action figure comeback in history! Back in the late 60's, a toy company called Ideal produced a hugely-popular line of cloth-costumed figures: Captain Action! The cool thing about having Captain Action was that by purchasing extra costumes, you could transform the captain into, say, Spider-Man, The Green Hornet

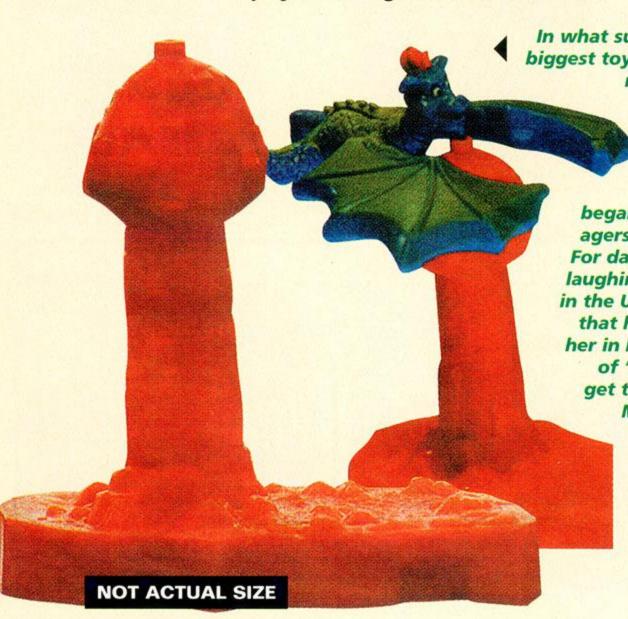
or even Batman! As bizarre as that may sound today (it just couldn't happen with licensing the way it is now), back then, it was a truly innovative concept. In any case, when it was finally time for Ideal to introduce a villain for Captain Action to battle, the company came up with none other than an evil alien called...well, "Dr. Evil!" You heard right...Dr. Evil (we have a

sneaking suspicion that Mike Meyers grew up on these things, hence the character from Austin Powers!) These figures may look truly lame by today's standards, but...well, you see, kids...back in the crusty old days of the sixties, it didn't take a whole lot to get the kids excited—one look at the poor captain's frightful face and you get the picture. So why in the heck are we telling you all this? Fast-forward to the present: Toy company Playing Mantis has recently re-manufactured and re-released these figures (okay, okay; "dolls"!) Each character has been crafted from its original mold, complete with accessories! If you're looking for some crazy toys from the sixties, you just can't do better than these! Available at Target, Toys R Us and Kaybees, among others. MSRP: \$29.95.

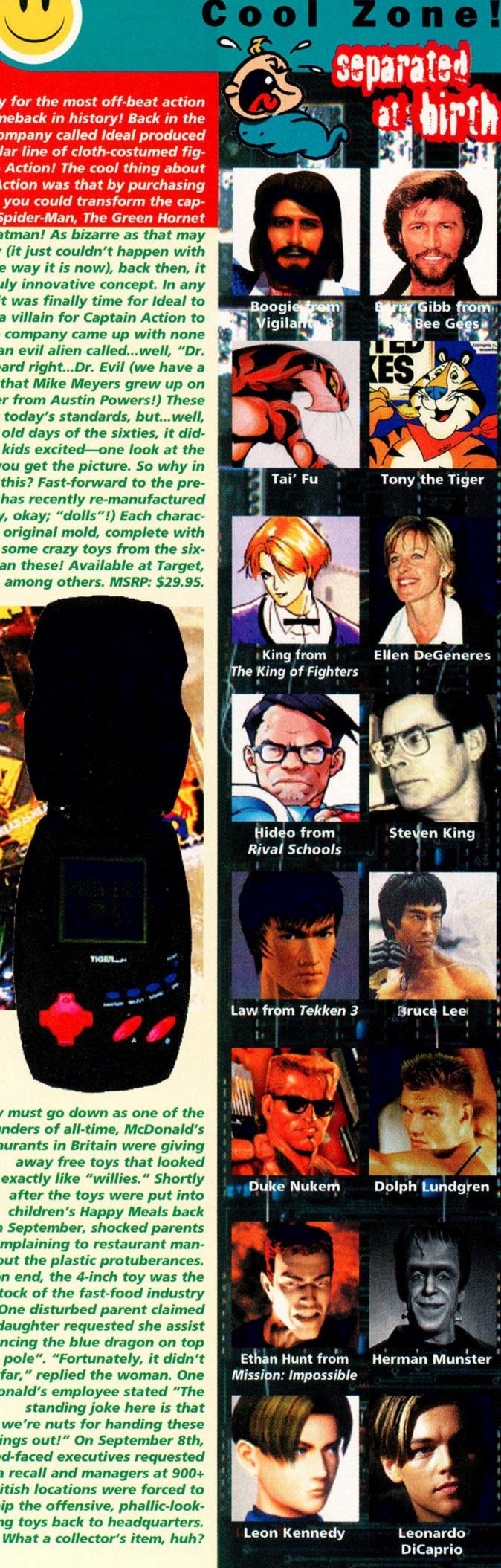
If you want to make someone really happy this holiday season, get 'em one of these excellent handheld 99X Games from Tiger. Choose from a variety of titles, including Street Fighter, Star Wars, Crash Bandicoot WCW/NWO and-believe it or not-Resident Evil 2 (our favorite!) As portable games go, 99X Games come highly recommended by the TIPS & TRICKS staff. The black and white dot-matrix LCD display means graphics can be generated anywhere on the screen. The 99X Games sound also stunned us. Sound effects in Resident Evil 2—from the shuffling and groaning of zombies

right down to the "blooble-de-bleep" noise of the item sub-screenare straight from the original PlayStation game! 99X Games are shaped like little flip-top cell phones. To top it off, these little gems are also linkable, for two-player on-the-go fun! MSRP: \$29.99.





In what surely must go down as one of the biggest toy blunders of all-time, McDonald's restaurants in Britain were giving away free toys that looked exactly like "willies." Shortly after the toys were put into children's Happy Meals back in September, shocked parents began complaining to restaurant managers about the plastic protuberances. For days on end, the 4-inch toy was the laughing stock of the fast-food industry in the U.K. One disturbed parent claimed that her daughter requested she assist her in balancing the blue dragon on top of "the pole". "Fortunately, it didn't get that far," replied the woman. One McDonald's employee stated "The standing joke here is that we're nuts for handing these things out!" On September 8th, red-faced executives requested a recall and managers at 900+ British locations were forced to ship the offensive, phallic-looking toys back to headquarters.





Japan Report



Exclusive (Part One)

In October, TIPS & TRICKS got a chance to hop on a plane and check out the Tokyo Game Show and see the debut of Sega's newfangled machine, the Dreamcast. We had a full day to kill before the show so we tore up the streets on a rampage T&T Tour.

Mission Une

Buy Tons of Stuff for Cool Zone



Our first stop was none other than Kiddy Land in Harajuku. It's the

"happy, funny" spot in Tokyo with five stories of Japanese and American toys!



We can't show you everything since, well..er..it's for Cool Zone, but we did see a Parappa

toaster that burns a Parappa image on your morning toast!



The next stop was Akihabara, the electronic gadget mecca of the world. The streets are lined with

stores selling CD players, TVs, cell phones and most importantly, games...tons of games!



We saw this Goro figure and couldn't resist asking the store owner to take it down from the shelves and

show it to us. Wow, look at the detail!





Akihabara also has the Sega Store where you can buy tons of Sega goods like stuffed Sonic dolls and Virtual On toys.

There's also four stories of arcade games too!

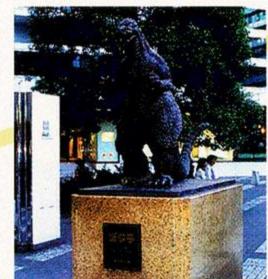
Mission Two

Funky Sightings

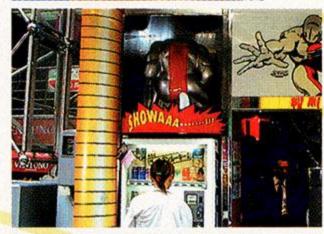




Along the way we spotted the 109 building that appears in the game Last Bronx!



Only in Japan will you find a seven-foot statue devoted to the coolest monster ever: Godzilla!



It's Pepsiman crouched on top of a drink machine!



sign for Konami let us know how important games are here.

A huge



blown away when we saw copies of TIPS & TRICKS in the foreign section of a Japanese bookstore. They even had the CODEBOOK!



Mission Three

Go To An Arcade



Konami's Dance! Dance! Revolution is probably the most popular game right now. The floor has four buttons which you step on to the rhythm of the beat. It's a blast!



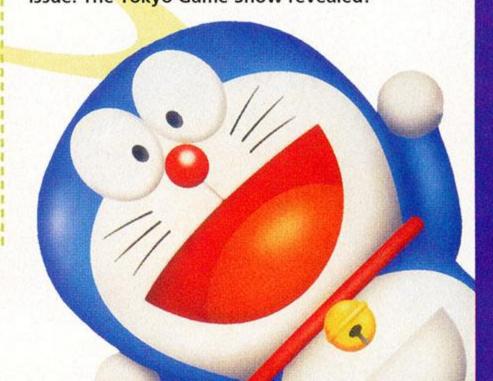
Beatmania 3rd Mix can be heard in all the arcades in Japan. These guys have serious DJ skillz.



also tried our hand at Densha De Go! 2. It's hard being a train conductor!



Night is as bright as day out here. Well, we literally shopped 'til we dropped. Next month's issue: The Tokyo Game Show revealed!





With so many sports games, somebody's bound to get hurt.

You can't take all these N64° sports games. Add the realism of the rumble pak.

Get a ton of testosterone flowing through four players. And not expect a slew of injuries.

Major League Baseball
Featuring Ken Griffey Jr.
International Superstar Soccer '98
Madden '99
Twisted Edge Snowboarding
Wayne Gretzky's 3-D Hockey
NASCAR '99
Fox Sports College Hoops '99
NFL Blitz
NFL Quarterback Club '99
NHL '99
Waialae Country Club True Golf Classics
F-1 Pole Position 64

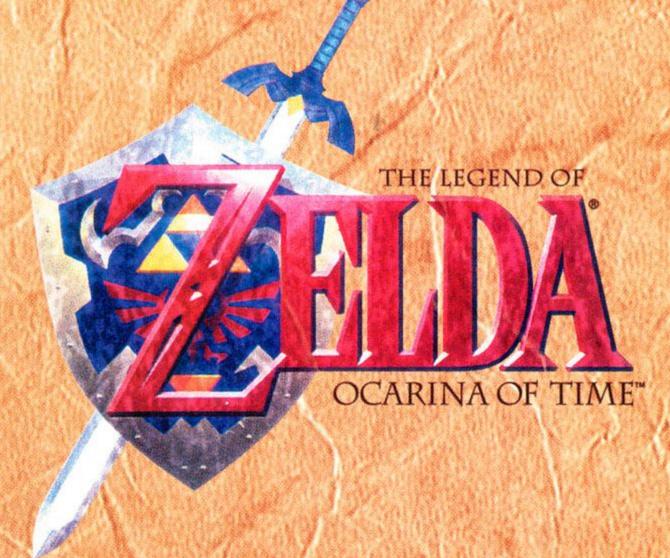
WWF Warzone
NHL Breakaway '99
FIFA '99
WCW/NWO Revenge
F-1 World Grand Prix



All Star Baseball '99
NFL Quarterback Club '98
NHL Breakaway '98
FIFA Soccer 64
FIFA: Road to World Cup '98
Madden 64
Wayne Gretzky's 3-D Hockey '98
World Cup '98
Mike Piazza's Strikezone
International Superstar Soccer 64
Nagano Winter Olympics '98
WCW vs. NWO: World Tour
Tennis Tour
Olympic Hockey '98







he most anticipated game of all time cometh to Nintendo 64°. Rules? Nay. Referees? Double nay. Carnage and mayhem? Yea!!



Zelda. Have ye what it takes?





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